

# Profiling & Optimization

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CS 203: Software Tools and Techniques for AI

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# The Performance Problem

Training is expensive:

- GPT-3 cost ~\$4.6M to train
- LLaMA-65B: ~\$2-3M in compute
- Even small models can burn through credits

Inference at scale is costly:

- ChatGPT serves millions of requests/day
- 100ms latency improvement = \$1M+ savings/year

Developer time is expensive:

- Slow iteration cycles reduce productivity
- 10 min/epoch → 100 epochs = 16+ hours waiting

# The Optimization Mindset

Donald Knuth's wisdom:

"Premature optimization is the root of all evil. Yet we should not pass up our opportunities in that critical 3%."

The correct process:

1. Make it work (correctness first)
2. Make it right (clean code, tests)
3. Profile to find bottlenecks (measure, don't guess!)
4. Make it fast (optimize the 3% that matters)

**Common mistake:** Optimizing code that runs once during initialization while ignoring the training loop that runs millions of times.

# Performance Metrics Overview

## Training metrics:

- **Throughput:** Samples/second, batches/second
- **Epoch time:** Total time to process entire dataset
- **GPU utilization:** % of time GPU is actively computing
- **Memory usage:** Peak memory allocated

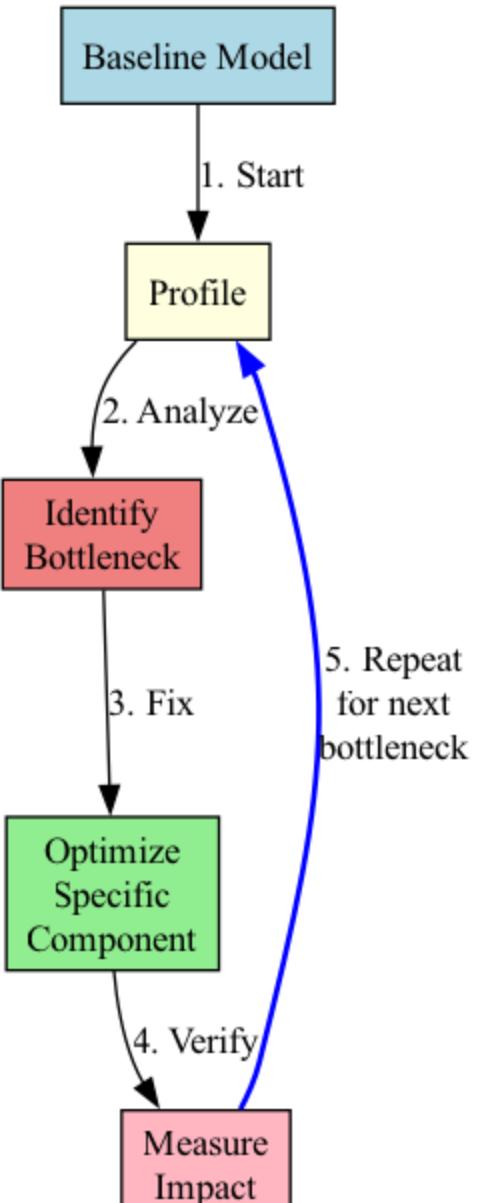
## Inference metrics:

- **Latency:** Time per prediction (p50, p95, p99)
- **Throughput:** Predictions/second
- **First token latency:** Time to first output (for GenAI)

## Cost metrics:

- **FLOPs:** Floating point operations (theoretical)

# The Optimization Loop



# Types of Bottlenecks

## CPU-bound:

- Data loading and preprocessing
- Tokenization, data augmentation
- Host-to-device memory transfer

## GPU compute-bound:

- Too many parameters
- Inefficient operations (small kernels, poor fusion)
- Suboptimal algorithms (e.g., naive attention)

## GPU memory-bound:

- Out of memory (OOM) errors
- Batch size limited by VRAM

# Profiling Tool Hierarchy

## Level 1: Quick checks (seconds)

- `nvidia-smi` : GPU utilization snapshot
- `time` command: Total execution time
- Manual timers: `time.time()`, `time.perf_counter()`

## Level 2: Python profiling (minutes)

- `cProfile` : Function-level CPU profiling
- `line_profiler` : Line-by-line profiling
- `memory_profiler` : Memory usage per line

## Level 3: Deep profiling (hours)

- PyTorch Profiler: Op-level GPU/CPU profiling
- Nsight Systems: System-wide CUDA profiling

# Quick Check: nvidia-smi

Basic monitoring:

```
nvidia-smi
```

Watch mode (update every 1 second):

```
nvidia-smi -l 1
```

Key metrics:

- **GPU-Util:** % of time GPU was busy (aim for >85%)
- **Memory-Usage:** Current / Total VRAM
- **Power:** Current draw vs TDP
- **Temperature:** Thermal throttling at ~85°C

Red flags:

# Python Profiling: cProfile

Built-in function-level profiler:

```
import cProfile
import pstats

# Profile a function
profiler = cProfile.Profile()
profiler.enable()

train_model() # Your code here

profiler.disable()
stats = pstats.Stats(profiler)
stats.sort_stats('cumulative')
stats.print_stats(20) # Top 20 functions
```

Output columns:

- ncalls : Number of calls

# cProfile Example Output

ncalls	tottime	percall	cumtime	percall	filename:lineno(function)
1	0.002	0.002	45.231	45.231	train.py:23(train_epoch)
1563	12.450	0.008	30.125	0.019	dataloader.py:45(__next__)
1563	8.234	0.005	15.678	0.010	transforms.py:12(augment)
156300	4.123	0.000	4.123	0.000	{method 'random' of '_random.Random'}
1563	3.456	0.002	10.234	0.007	model.py:67(forward)

## Analysis:

- Data loading (`__next__`) takes 30s out of 45s → CPU bottleneck!
- Random augmentation is expensive → consider caching or GPU augmentation
- Model forward pass is fast (10s) → GPU is underutilized

# Line-Level Profiling: line\_profiler

More granular than cProfile:

```
from line_profiler import LineProfiler

lp = LineProfiler()
lp.add_function(preprocess_data)
lp.add_function(model.forward)

lp.enable()
train_one_epoch()
lp.disable()
lp.print_stats()
```

Output:

Line #	Hits	Time	Per Hit	% Time	Line Contents
=====					
15	1	12500.0	12500.0	45.2	img = cv2.imread(path)
16	1	8500.0	8500.0	30.7	img = cv2.resize(img, (224, 224))
17	1	6700.0	6700.0	24.1	img = normalize(img)

# Memory Profiling: memory\_profiler

Track memory usage line by line:

```
from memory_profiler import profile

@profile
def train_step(batch):
    images, labels = batch # Line 1
    images = images.cuda() # Line 2
    outputs = model(images) # Line 3
    loss = criterion(outputs, labels) # Line 4
    loss.backward() # Line 5
    optimizer.step() # Line 6
```

Output:

Line #	Mem usage	Increment	Line Contents
1	2145 MB	0 MB	images, labels = batch
2	4290 MB	2145 MB	images = images.cuda()
3	8580 MB	4290 MB	outputs = model(images)

# PyTorch Built-in Profiling

Torch profiler with CPU/GPU tracing:

```
from torch.profiler import profile, record_function, ProfilerActivity

with profile(
    activities=[ProfilerActivity.CPU, ProfilerActivity.CUDA],
    record_shapes=True,
    profile_memory=True,
    with_stack=True
) as prof:
    with record_function("train_epoch"):
        for i, batch in enumerate(dataloader):
            if i >= 10: # Profile first 10 batches
                break

            with record_function("forward"):
                output = model(batch)

            with record_function("backward"):
                loss.backward()

    prof.step() # Signal step boundary
```

# PyTorch Profiler Output

Table view:

```
print(prof.key_averages().table(  
    sort_by="cuda_time_total",  
    row_limit=10  
)
```

Output:

Name	Self CPU time	Self CUDA time
aten::conv2d	1.2ms	125.4ms
aten::batch_norm	0.8ms	45.2ms
aten::linear	0.5ms	78.3ms
Memcpy HtoD (Host to Device)	23.4ms	0.0ms

Insights:

# TensorBoard Profiler Visualization

Export for TensorBoard:

```
with profile(  
    activities=[ProfilerActivity.CPU, ProfilerActivity.CUDA],  
    on_trace_ready=torch.profiler.tensorboard_trace_handler('./log/resnet18')  
) as prof:  
    train()  
    prof.step()
```

View in TensorBoard:

```
tensorboard --logdir=./log
```

Visualizations:

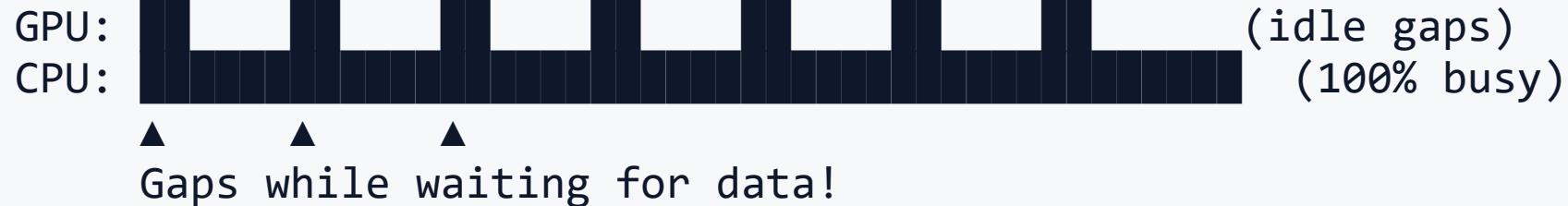
- **Timeline:** See GPU kernels, data loading, CPU ops on timeline
- **Operator view:** Breakdown by operation type
- **Kernel view:** GPU kernel efficiency

# Interpreting GPU Timeline

Ideal timeline:



CPU bottleneck:



Memory transfer bottleneck:



# Data Loading Optimization

**Problem:** GPU idle while CPU loads data.

**Solutions:**

## 1. Multi-process data loading:

```
DataLoader(dataset,  
          batch_size=32,  
          num_workers=4,      # Spawn 4 worker processes  
          pin_memory=True,    # Faster GPU transfer  
          persistent_workers=True # Reuse workers across epochs  
)
```

## 2. Prefetching (automatic with `num_workers > 0`):

```
Worker 1: Load batch 1 → Load batch 3 → Load batch 5  
Worker 2: Load batch 2 → Load batch 4 → Load batch 6  
GPU:       Process batch 1 → Process batch 2 → Process batch 3
```

# Data Loading Best Practices

Rule of thumb for `num_workers` :

- Start with `num_workers = min(4, num_cpus)`
- Profile and tune (diminishing returns after ~8)
- Too many workers → memory overhead

Optimization checklist:

```
DataLoader(  
    dataset,  
    batch_size=32,  
    num_workers=4,          # Multi-process loading  
    pin_memory=True,       # Faster H2D transfer (if using GPU)  
    persistent_workers=True, # Don't recreate workers each epoch  
    prefetch_factor=2,      # Batches to prefetch per worker  
    drop_last=True,         # Avoid small last batch  
)
```

# Mixed Precision Training Theory

## Float32 (FP32):

- 1 sign bit, 8 exponent bits, 23 fraction bits
- Range:  $\sim 10^{-38}$  to  $10^{38}$
- Standard for training

## Float16 (FP16):

- 1 sign bit, 5 exponent bits, 10 fraction bits
- Range:  $\sim 10^{-8}$  to 65504
- 2x memory savings, 2-3x speedup on Tensor Cores

## Problem with pure FP16:

- Small gradients underflow to zero
- Large activations overflow to infinity

# Automatic Mixed Precision (AMP)

**Solution:** Mixed precision training

**Strategy:**

1. **Master weights** in FP32 (stored in optimizer)
2. **Forward pass** in FP16 (faster)
3. **Loss** in FP32 (precision for small values)
4. **Backward pass** in FP16 (faster)
5. **Gradient scaling** to prevent underflow
6. **Weight update** in FP32 (master weights)

**Gradient scaling:**

- Multiply loss by scale factor (e.g., 1024) before backward
- Prevents small gradients from becoming zero in FP16

# AMP Implementation in PyTorch

```
from torch.cuda.amp import autocast, GradScaler

model = MyModel().cuda()
optimizer = torch.optim.Adam(model.parameters(), lr=1e-3)
scaler = GradScaler() # Gradient scaler

for epoch in range(num_epochs):
    for batch in dataloader:
        images, labels = batch
        images, labels = images.cuda(), labels.cuda()

        optimizer.zero_grad()

        # Forward in FP16
        with autocast():
            outputs = model(images)
            loss = criterion(outputs, labels)

        # Backward with gradient scaling
        scaler.scale(loss).backward()
        scaler.step(optimizer)
        scaler.update() # Adjust scale for next iteration
```

Expected speedup: 1.5-3x on V100/A100/H100 GPUs with Tensor Cores.

# AMP Best Practices

## When to use AMP:



- Training CNNs, Transformers on modern GPUs (V100+)



- Large batch sizes (better Tensor Core utilization)



- Models with lots of matrix multiplications

## When NOT to use AMP:



- Small models on old GPUs (no Tensor Cores)



- Models with numerical instability



- When accuracy drops significantly (rare)

# Memory Optimization: Gradient Checkpointing

**Problem:** Storing all activations for backprop uses  $O(N)$  memory.

**Example (4-layer network):**

Forward: Input → Act1 → Act2 → Act3 → Act4 → Loss

Backward:  $\nabla \text{Loss} \leftarrow \nabla \text{Act4} \leftarrow \nabla \text{Act3} \leftarrow \nabla \text{Act2} \leftarrow \nabla \text{Act1}$



Need to store all activations!

**Memory usage:** Batch\_size × Num\_layers × Hidden\_dim

**Solution: Gradient Checkpointing (Recomputation)**

- Store only subset of activations (checkpoints)
- Recompute others during backward pass
- Trade: 20-30% slower for 50%+ memory savings

# Gradient Checkpointing in PyTorch

```
import torch.utils.checkpoint as checkpoint

class MyModel(nn.Module):
    def __init__(self):
        super().__init__()
        self.layer1 = nn.Linear(1024, 1024)
        self.layer2 = nn.Linear(1024, 1024)
        self.layer3 = nn.Linear(1024, 1024)

    def forward(self, x):
        # Checkpoint layer1 and layer2
        x = checkpoint.checkpoint(self._forward_layers, x)
        x = self.layer3(x)
        return x

    def _forward_layers(self, x):
        x = F.relu(self.layer1(x))
        x = F.relu(self.layer2(x))
        return x
```

Use case: Train larger models/batches that otherwise OOM.

# Gradient Accumulation

**Problem:** Limited GPU memory → small batch size → poor convergence.

**Solution:** Accumulate gradients over multiple steps.

```
accumulation_steps = 4 # Effective batch size = 32 * 4 = 128

optimizer.zero_grad()
for i, batch in enumerate(dataloader):
    outputs = model(batch)
    loss = criterion(outputs, labels)

    # Normalize loss by accumulation steps
    loss = loss / accumulation_steps
    loss.backward()

    # Only step optimizer every N batches
    if (i + 1) % accumulation_steps == 0:
        optimizer.step()
        optimizer.zero_grad()
```

# Compute Optimization: torch.compile

PyTorch 2.0+ feature: JIT compilation for speedups.

```
import torch

model = MyModel()
model = torch.compile(model) # Compile the model

# Training loop unchanged
for batch in dataloader:
    output = model(batch) # First run: compile, subsequent: fast!
```

What it does:

- **Graph capture:** Traces model operations
- **Operator fusion:** Merges ops (e.g., Conv+BN+ReLU → 1 kernel)
- **Memory optimization:** Reuses buffers
- **CUDA graph:** Reduces kernel launch overhead

# torch.compile Modes

```
# Default mode (balanced)
model = torch.compile(model)

# Maximum performance (slower compile time)
model = torch.compile(model, mode="max-autotune")

# Reduce memory usage
model = torch.compile(model, mode="reduce-overhead")

# Debug mode (disable optimizations)
model = torch.compile(model, mode="default", dynamic=True)
```

## Caveats:

- First run is slow (compilation overhead)
- Not all operations supported (fallback to eager)
- Dynamic shapes can trigger recompilation

# Operator Fusion Example

Without fusion (3 kernel launches):

```
x = conv(input)      # Kernel 1: Convolution  
x = bn(x)           # Kernel 2: Batch norm  
x = relu(x)         # Kernel 3: ReLU
```

With fusion (1 kernel launch):

```
x = conv_bn_relu(input) # Single fused kernel
```

Benefits:

- Fewer kernel launches (less overhead)
- Reduced memory bandwidth (no intermediate writes)
- Better cache locality

`torch.compile` does this automatically!

# Flash Attention

**Problem:** Standard attention has  $O(N^2)$  memory complexity.

**Standard attention:**

```
# Materialize full N×N attention matrix
scores = Q @ K.T # (N, N) matrix
attn = softmax(scores) # (N, N) matrix
output = attn @ V # (N, d)
```

**Flash Attention (Dao et al., 2022):**

- Tiled computation (never materialize full matrix)
- Fused kernel (attention + softmax in one pass)
- **Result:** 2-4x speedup,  $O(N)$  memory instead of  $O(N^2)$

**Usage:**

```
from torch.nn.functional import scaled_dot_product_attention
```

# System-Level Optimization

CPU affinity (bind processes to cores):

```
taskset -c 0-7 python train.py # Use cores 0-7
```

NUMA awareness (multi-socket systems):

```
numactl --cpunodebind=0 --membind=0 python train.py
```

PCIe optimization (multi-GPU):

```
# Use GPUs on same PCIe switch
os.environ["CUDA_VISIBLE_DEVICES"] = "0,1" # Same switch

# Avoid: GPUs across different switches (slower P2P)
# os.environ["CUDA_VISIBLE_DEVICES"] = "0,4"
```

Storage I/O:

# Benchmarking Best Practices

## 1. Warmup runs (JIT compilation, cache warming):

```
for _ in range(10):
    model(dummy_input) # Warmup

# Now measure
start = time.time()
for _ in range(100):
    model(input_data)
elapsed = time.time() - start
```

## 2. Multiple runs (reduce variance):

```
import numpy as np

times = []
for _ in range(100):
    start = time.perf_counter()
    model(input_data)
    times.append(time.perf_counter() - start)
```

# Benchmarking Checklist

## Environment control:

- [ ] Disable CPU frequency scaling ( performance mode)
- [ ] Close background applications
- [ ] Fix random seeds ( `torch.manual_seed(42)` )
- [ ] Use same device (GPU vs CPU)

## Measurement:

- [ ] Warmup before timing (10+ iterations)
- [ ] Measure multiple runs (100+)
- [ ] Report mean, std, percentiles (p50, p95, p99)
- [ ] Synchronize CUDA ops ( `torch.cuda.synchronize()` )

## Comparison:

# Common Performance Anti-Patterns

## 1. Implicit CPU-GPU synchronization:

```
# BAD: Forces sync every iteration
for i, batch in enumerate(dataloader):
    loss = train_step(batch)
    print(f"Loss: {loss.item()}") # .item() syncs!

# GOOD: Batch logging
losses = []
for i, batch in enumerate(dataloader):
    loss = train_step(batch)
    losses.append(loss.detach()) # No sync
if i % 100 == 0:
    print(f"Avg loss: {torch.stack(losses).mean()}")
```

## 2. Small batch sizes (underutilize GPU):

- Batch size 1-8: Poor GPU utilization
- Batch size 32-128: Better (saturate GPU)

# Common Performance Anti-Patterns (2)

## 3. Unnecessary data transfers:

```
# BAD: Transfer to GPU every iteration
for batch in dataloader:
    batch = batch.cuda() # Slow!

# GOOD: Use pin_memory + non_blocking
dataloader = DataLoader(..., pin_memory=True)
for batch in dataloader:
    batch = batch.cuda(non_blocking=True) # Faster!
```

## 4. Inefficient tensor operations:

```
# BAD: Python loop
result = []
for i in range(len(tensor)):
    result.append(tensor[i] * 2)

# GOOD: Vectorized operation
result = tensor * 2 # Much faster!
```

# Case Study: Training Speedup

Baseline ResNet-50 on ImageNet:

- Batch size: 32
- Time per epoch: 120 minutes
- GPU utilization: 45%

Optimization steps:

Optimization	Speedup	Cumulative Time
Baseline	1.0x	120 min
+ num_workers=8	1.4x	86 min

Final result: 2.8x speedup, 74% faster!

# Case Study: Memory Optimization

**Problem:** Training LLaMA-7B on single A100 (40GB VRAM) OOMs.

**Optimization steps:**

Technique	Memory Usage	Batch Size
Baseline FP32	52 GB	OOM
FP16	26 GB	1
+ Gradient checkpointing	18 GB	2
+ Gradient accumulation	18 GB	8 (effective)
+ Flash Attention	14 GB	4

**Result:** Fits on single GPU with effective batch size of 16!

# Profiling Workflow Summary

## Step 1: Establish baseline

- Measure throughput, latency, memory
- Profile with PyTorch Profiler
- Identify bottleneck category (CPU/GPU compute/GPU memory/I/O)

## Step 2: Apply targeted optimization

- CPU bottleneck → `num_workers`, prefetching
- GPU compute → AMP, `torch.compile`, algorithmic improvements
- GPU memory → gradient checkpointing, smaller batch, model parallelism
- I/O → faster storage, caching, data format (HDF5, LMDB)

## Step 3: Measure impact

- Re-run profiling

# Optimization Priority

Quick wins (do first):



1. Enable AMP (5 min, 1.5-2x speedup)



2. Tune `num_workers` (10 min, 1.2-1.5x speedup)



3. Use `torch.compile` (1 line, 1.1-1.5x speedup)



4. Enable `pin_memory=True` (1 parameter, 1.1x speedup)

Medium effort (if needed):

5.



Gradient accumulation (if memory-limited)

6.

# Tools Ecosystem Summary

## Profiling:

- `nvidia-smi` : GPU monitoring
- `cProfile` : Python function profiling
- `line_profiler` : Line-level profiling
- `memory_profiler` : Memory usage
- PyTorch Profiler: Deep PyTorch profiling
- TensorBoard: Visual profiling
- Nsight Systems/Compute: Expert CUDA profiling

## Optimization:

- `torch.cuda.amp` : Mixed precision
- `torch.compile` : Graph optimization

# Lab Preview

Today's mission:

1. **Part 1:** Profile ResNet-18 training and identify bottlenecks
2. **Part 2:** Optimize data loading (num\_workers, pin\_memory)
3. **Part 3:** Apply mixed precision training (AMP)
4. **Part 4:** Use gradient checkpointing to fit larger batch
5. **Part 5:** Apply torch.compile and measure speedup
6. **Part 6:** Create comprehensive performance comparison

**Deliverable:** Optimization report showing 2-3x speedup!

# Key Takeaways

1. **Always profile before optimizing** - measure, don't guess
2. **Focus on the critical path** - optimize what matters (training loop)
3. **Quick wins first** - AMP, num\_workers, torch.compile are easy
4. **Memory vs speed trade-offs** - gradient checkpointing, accumulation
5. **Benchmark properly** - warmup, multiple runs, synchronization
6. **Iterative process** - profile → optimize → measure → repeat

**Remember:** A 2x speedup means 2x more experiments, faster iteration, and cheaper costs!

# Additional Resources

## Documentation:

- PyTorch Profiler: [https://pytorch.org/tutorials/recipes/recipes/profiler\\_recipe.html](https://pytorch.org/tutorials/recipes/recipes/profiler_recipe.html)
- PyTorch Performance Tuning:  
[https://pytorch.org/tutorials/recipes/recipes/tuning\\_guide.html](https://pytorch.org/tutorials/recipes/recipes/tuning_guide.html)
- torch.compile:  
[https://pytorch.org/tutorials/intermediate/torch\\_compile\\_tutorial.html](https://pytorch.org/tutorials/intermediate/torch_compile_tutorial.html)

## Papers:

- Mixed Precision Training (Micikevicius et al., 2018)
- Flash Attention (Dao et al., 2022)
- Gradient Checkpointing (Chen et al., 2016)

## Tools: