

Tutorial 7: Profiling with Nsight

Informatik elective: GPU Computing

Pratik Nayak





Profiling on GPUs

- Studying the performance of your implementation.
- Nvidia provides two tools to measure profile:
 - Nsight Compute (ncu): For individual kernel performance study
 - Nsight systems (nsys): For complete application study with timelines
- Requirement: The version needs to be atleast as high as the one on the remote cluster.
 - Our cluster has **ncu** version: 2024.3 and **nsys** version: 2024.5
- Two main ways to profile on remote cluster:
 - Connect your local instance via ssh reverse tunnelling.
 - Profile on the remote cluster using the command line and transfer the output files yourself.





Some profiling basics

- Profiling overhead can be significant: Always know what metrics you are measuring.
 - First measurement will have a high overhead, but subsequent kernel profiles will be more reasonable.
- Measuring metrics → hardware/software counters.
- We will look in more detail on how profiling works in a upcoming lecture.
- For now, some commands:
 - o To profile individual kernels use Nsight compute (ncu)
 - O See documentation: https://docs.nvidia.com/nsight-compute/NsightComputeCli/index.html#profile



Profiling with ncu

```
$ ncu --clock-control none --kernel-name <kernel> --set full -o out -f <executable and args>
```

- --clock-control: Enable locking the clocks. Usually necessary for deterministic profiling.
- -k/--kernel-name: Only profile a certain kernel
- - o : Specify the output file
- -f/--force-overwrite : Overwrite existing output.
- --set : Section of sets of metrics to profile. full or basic
- Just running **ncu** gives you the list of options you have.



Profiling with nsys

\$ nsys profile -f true -n true -o out <executable and args>

- profile: Specify that you want profiling. Other options available for example are launch, analyze
- - o : Specify the output file
- -f/--force-overwrite : Overwrite existing output.
- -n : Inherit environment
- Just running nsys --help profile gives you the various options you have.