Performance analysis on GPUs with NVIDIA tools

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Example: 2D Jacobi

Log in to Alex:

ssh -J <user>@csnhr.nhr.fau.de <user>@alex

Allocate an interactive Job on a GPU:

```
srun --gres=gpu:a100:1 -p a100 --reservation
GPUperf --time 4:00:00 --pty /bin/bash -l
```

Allocate an interactive Job from different account:

```
srun --gres=gpu:a100:1 -p a100 -C a100_40 --time
4:00:00 --pty /bin/bash -l
```



Example: 2D Jacobi

Get the Source:

git clone https://github.com/te42kyfo/omp_jacobi
or

cp -r ../b53k0000/omp_jacobi

Load the compiler module

module load nvhpc module load cuda

Build and run the CPU base line

make main1
./main1



Roofline Analysis: 2D Jacobi

3 ADDs, 1 MUL per iteration:

$$A[o] = 0.25 * (B[^] + B[^] + B[<] + B[>])$$

Read entire grid A and B once each → on average: one value per iteration

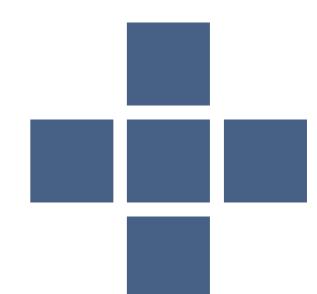
$$= 2x8B / iteration$$

Code Intensity:

4 Flop / 16 B =
$$0.25$$
 Flop/B

A100 Machine Intensity:

9.7 Tflop/s / 1555 GB/s = 6.2 Flop/B



Build/Run/Profile

Build and run the Nth version

make main<N>
./main<N>

Create a profile

nsys profile main<N>

Launch the profiling GUI

nsys-ui



Kernel Profiling

Kernel profiling

ncu <application>

List metric sections

ncu --list-sections

Collect all sections

ncu --set full -f -o <output file> <application>

Launch the ncu profiling GUI

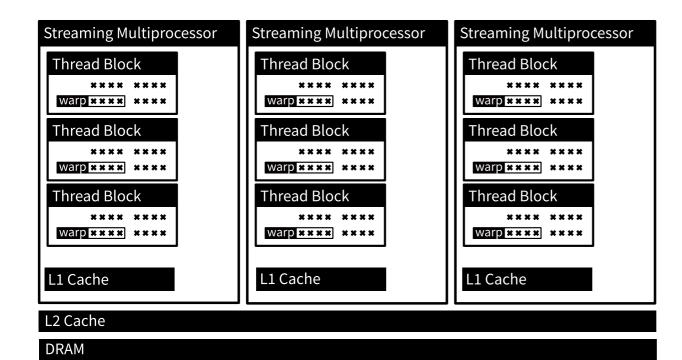
ncu-ui



GPU Architecture

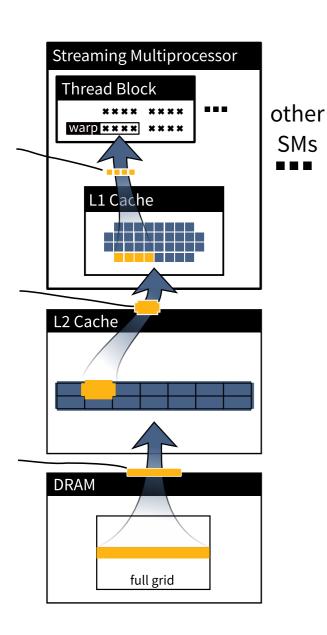
```
32 threads \rightarrow 1 warp up to 1024 threads / 32 warps \rightarrow 1 thread block up to 64 warps / 2048 threads \rightarrow 1 SM 108 SM \rightarrow A100 GPU
```

2048 threads / SM * 108SM → ~200'000 threads / GPU





GPU Architecture



per SM: 192 kB L1 cache

shared for all SM: 40MB L2 cache

shared for all SM: 40 GB DRAM

(A100-SXM4-40GB)

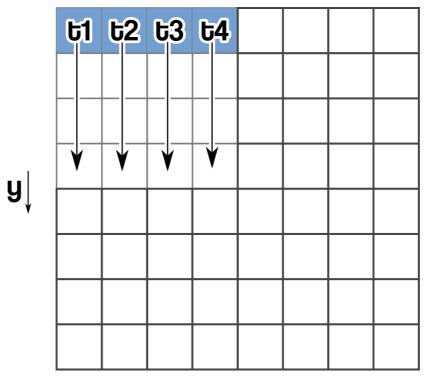


OpenMP Loop main4

```
#pragma omp target parallel for
for (int y = 1; y < height - 1; y++)
  for (int x = 1; x < width - 1; x++)
    A[y][x] = \dots
                                      thread 1
                                      thread 2
kernel:
                                      thread 3
  y = global_thread_id.x;
  for (int x = 1;
                                      thread 4
       x < width - 1;
                                  y
       X++)
    A[y][x] = \dots
kernel << rows >>>(...)
```

OpenMP Loop main41

```
#pragma omp target parallel for
for (int x = 1; x < width - 1; x++)
  for (int y = 1; y < height - 1; y++)
    A[y][x] = ...</pre>
```





OpenMP main51

```
#pragma omp target parallel for collapse(2)
for (int y = 1; y < height - 1; y++)
  for (int x = 1; x < width - 1; x++)
    A[y][x] = \dots
kernel:
 y = global_thread_id.x / N;
                                        t1 t2 t3 t4 t5 t6 t7 t8
 X = global_thread_id.x % N;
 A[y][x] = \dots
                                 y
kernel<<< rows*columns >>>(...)
```

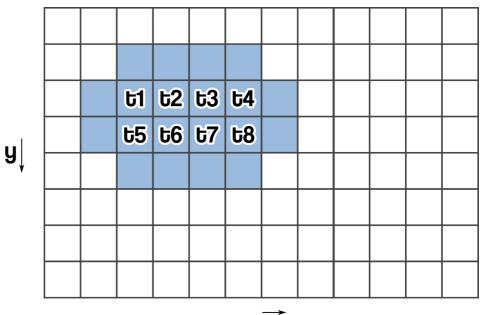


OpenMP Loop main6 / main7

```
#pragma omp target parallel for collapse(2)
for (int oy = 1; oy < height - 1; oy += 4)
  for (int x = 1; x < width - 1; x++)
    for (int iy = 0; iy < 4; iy++) {
    int y = oy + iy;</pre>
```

			Ы	ե2	ե3	ե4							
			t1	ե2	ե3	ե4							
y↓			ឋា	ե2	ե3	ե4							
			ឋា	ե2	ե3	ե4							
'	→												

X



NHR FAU