CS 470 Spring 2021

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Performance Tools

Software Tools

• Software tool: computer program used by developers to create, debug, maintain or support other programs

Traditional Software Tools

- Text editors
- Version control
- Debuggers
- Profilers
- Test automation frameworks
- Deployment frameworks
- Integrated development environments (IDEs)

Traditional Software Tools

Debuggers

- Purpose: finding and removing software defects
- Often done via a process monitoring interface

Profilers

- Purpose: detecting performance characteristics and identifying bottlenecks
- Often done via instrumentation (added code that tracks the program's execution)
- Both of these are difficult in parallel and distributed systems

Traditional Debugging

Mechanisms

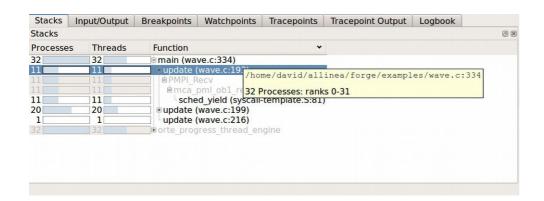
- ptrace: system call that allows one process to control another
- Simulation: slower, but safer
- Common features
 - Breakpoints and watchpoints
 - Single-stepping (by instruction or line of code)
 - Variable examination and modification
 - In newer debuggers: reverse-stepping
- Free debuggers: gdb, lldb, Eclipse, Valgrind (Memcheck)

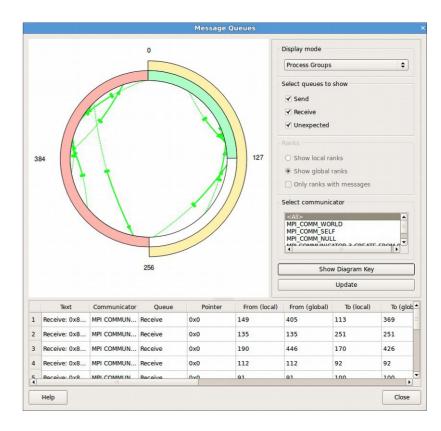
Parallel Debugging

- Multithreaded debugging can be difficult
 - Must attach to the correct thread
 - Must control other threads as well
 - Nondeterminism means unpredictability
 - GDB does include support for multithreading:
 - http://sourceware.org/gdb/current/onlinedocs/gdb/Threads.html
 - Valgrind also provides the Helgrind error detector
- Distributed debugging is even harder
 - Hundreds or thousands of nodes; millions of processes
 - Enormous launch overhead
 - Control and visualization issues
 - tmpi: OSS tmux hack (https://github.com/Azrael3000/tmpi)

Commercial debuggers

- Microsoft Visual Studio
- Intel Debugger
- Rational Purify
- RogueWave TotalView
- Allinea DDT













Profiling

- Goal: gain insights concerning a program's performance characteristics
- Common metrics
 - Wall or CPU time
 - Memory use, page faults, and cache misses
 - Network traffic and saturation
 - Energy use
- Common scopes
 - Function
 - Basic block
 - Instruction
 - Source code line

Measurement

- Instrumentation: inserting analysis code
 - Binary vs. source
 - Static vs. dynamic
 - Best for event-based monitoring (e.g., function calls)
- Sampling: polling an analysis source
 - Hardware counters
 - Performance Application Programming Interface (PAPI)
 - Randomized vs. periodic
 - Averaging vs. min/max
 - Best for continuous monitoring (e.g., memory usage)

Measurement

- Context
 - Flat vs. call graph
 - Partial vs. full context
- Profiling vs. tracing (latter builds time-series)
- Issues
 - Overhead: added run time due to profiling software
 - Perturbation: skewing of behavior due to profiling software
 - Skid: execution may not stop immediately on sample
- Tradeoff: better information vs. lower overhead
 - Instrumentation: more instrumentation points
 - Sampling: higher frequency or less aggregation

GNU Profiler (gprof)

- Compile with "-pg" flag
- Run as usual; generates "gmon.out" file
- View results with "gprof" utility
 - "gprof <executable>"
- See https://sourceware.org/binutils/docs/gprof/ for more documentation
- Google also has a multi-threaded profiler:
 - https://github.com/gperftools/gperftools

Callgrind/Cachegrind

Run with Valgrind

- Callgrind: "valgrind --tool=callgrind <executable>"
- Cachegrind: "valgrind --tool=cachegrind <executable>"
- This will produce a "*.out.xxxx" file with raw results (could be large!)
- Remember to call mpirun first if it's an MPI program
 - (And use cg_merge to merge multiple Cachegrind output files)

Post-process results

- Callgrind: "callgrind_annotate <output-files>"
 - GUI alternative: kcachegrind (or qcachegrind on Mac OS X)
- Cachegrind: "cg_annotate <output-file>" ("--auto=yes" for code)
 - $Dx = data \ cache \ (level \ X)$ $Ix = instruction \ cache \ (level \ X)$
 - 1 = L1 cache L/LL = lowest level (on the cluster, this is L3)
 - r = read w = write m = miss Ir = Instructions read
- See http://valgrind.org/docs/manual for more documentation

Perf_events

- Sample-based performance profiler
 - Kernel module reads performance counters
 - More lightweight than Valgrind-based analysis
 - Can sample many different events
 - User space utility perf to interface with kernel
 - perf record -F 49 <command>Generates perf.data file
 - perf report -n [--stdio]
 - perf annotate [--stdio]
 - Cheat sheet link on resources page

Distributed Analysis

- Lots of data!
 - Collect at each rank but only store compressed or aggregated data
 - Aggregate using a tree-based reduction structure to reduce communication overhead
 - Research projects: STAT and MRNet



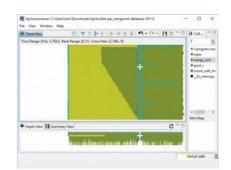


HPCToolkit (from Rice University)

- Integrated HPC program analysis tool chain
- Run program with hpcrun
 - On cluster, "source /shared/bin/hpctoolkit_setup.sh" first
 - Use "-t" for tracing information
 - With MPI, call mpirun first
 - (e.g., "salloc -n 4 mpirun hpcrun -t ./my_program")
 - This generates a folder w/ measurement data
 - Make sure it will run for more than a few seconds!
 - However, remember that the instrumentation adds significant overhead
 - See also /shared/bin/hpctoolkit_p2 for an example of how to run the analysis as a batch job

HPCToolkit (from Rice University)

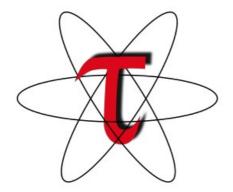
- Post-process results using hpcprof
 - Pass it your measurement folder as a parameter
 - This generates a new folder w/ a results database



- View results using hpcviewer or hpctraceviewer
 - On cluster, make sure you forward X11 when you login
 - E.g., "ssh -X <eid>@<host>"
 - You may want to copy and view the results on your local computer
 - Viewers are available for Linux, Mac OS X, and Windows
- See http://hpctoolkit.org/documentation.html for more documentation

Other HPC analysis tools

- Tuning and Analysis Utilities (TAU) University of Oregon
- Open|SpeedShop Krell Institute
- Scalasca
- Paraver





Tool frameworks

- Many analysis tools need similar functionality
 - E.g., source/binary parsing or instrumentation
- Tool framework: a library that provides common functionality upon which custom tools can be written
 - Rose (source-based compiler framework)
 - LLVM (binary-based compiler framework)
 - Intel Pin (insert just-in-time binary instrumentation)
 - Dyninst (insert binary instrumentation)
 - Valgrind (track memory accesses)
 - CRAFT (instrument floating-point arithmetic)