alinea Leaders in parallel software development tools

Performance Profiling and Debugging at the Extreme Scale and Beyond

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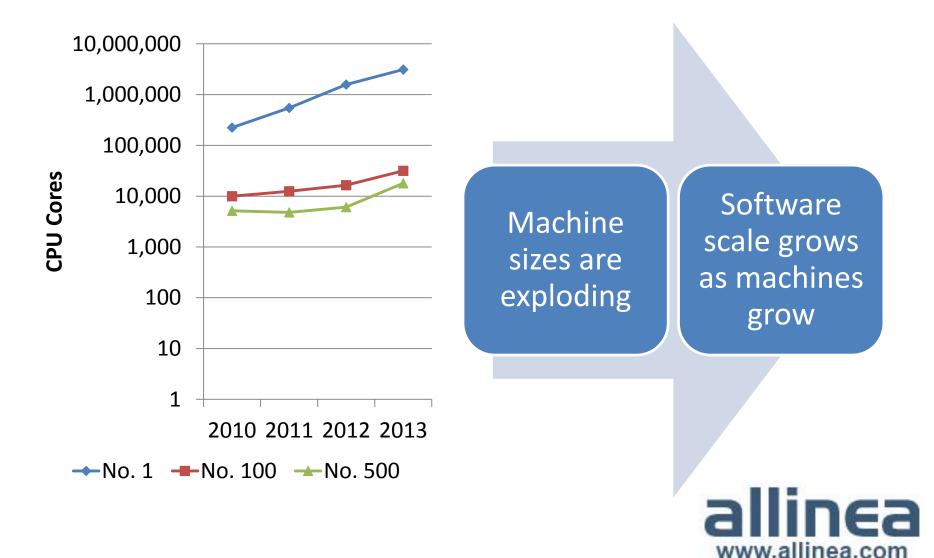
Allinea Software

- Our mission: to make HPC software development fast, simple and successful
 - A modern integrated environment for HPC developers
 - Scalable tools for any scale of system
- Supporting the lifecycle of application development and improvement
 - Allinea DDT Productively debug code
 - Allinea MAP- Enhance application performance
- Designed for productivity
 - Consistent integrated easy to use tools
 - Enables effective use of HPC resources and expertise

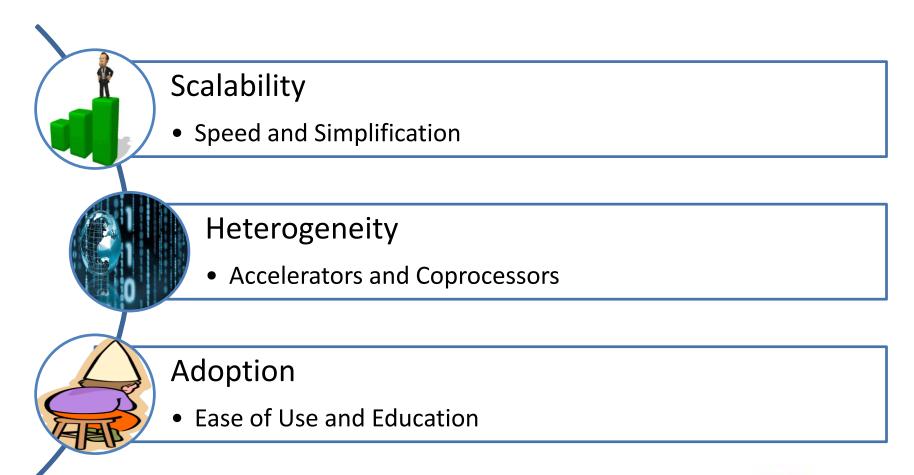




Extreme machines are everywhere



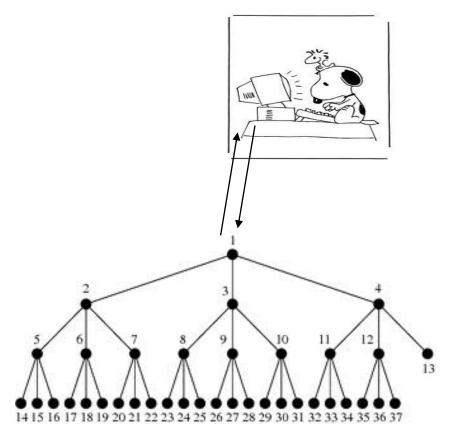
Three Challenges for tools





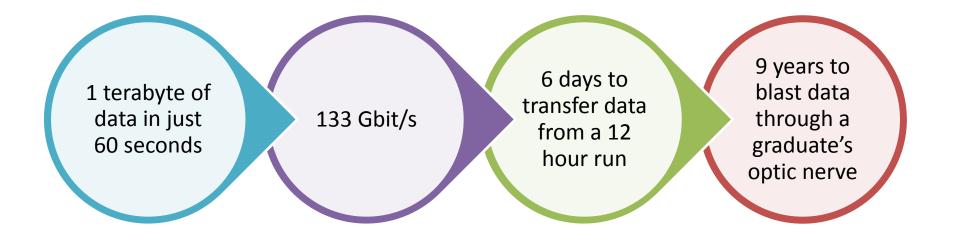
Beneath Allinea's Petascale Tools

- Scalable tree network
 - Sends bulk commands and merges responses
 - Aggregations maintain the essence of the information
 - Don't send more data than is needed....
- Usability matters
 - The interface is as important as the speed
 - Focus on scalable components



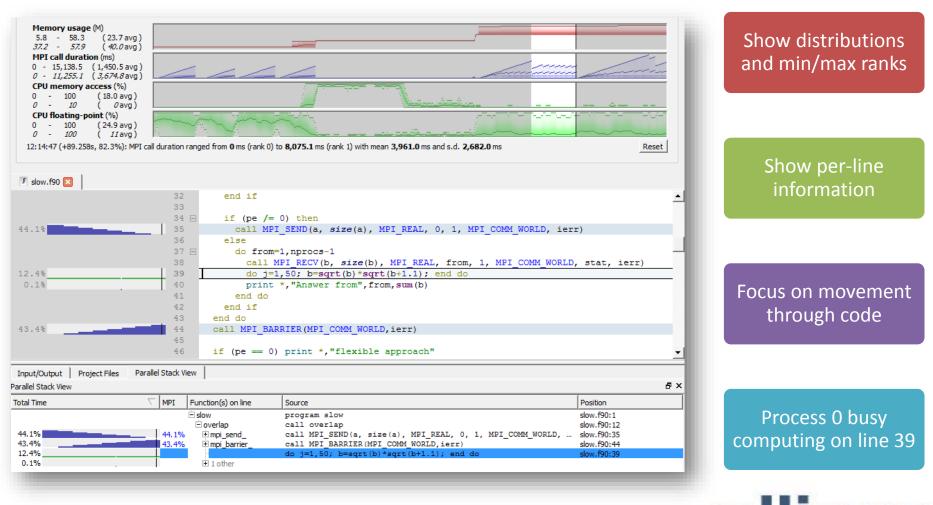
Beware Exploding Bandwidth Needs...

Trivial 16,000 process wave equation code

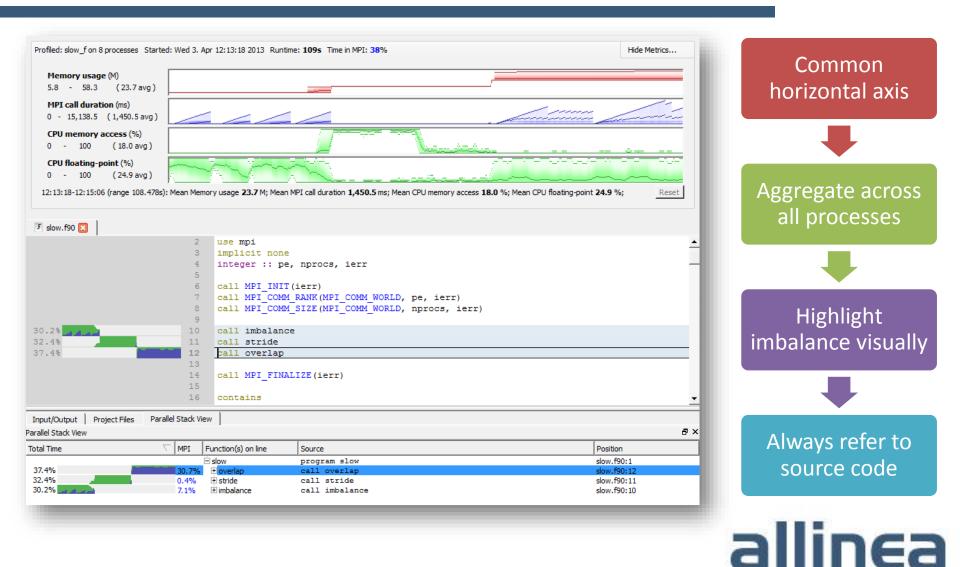




Yield Focussed Example

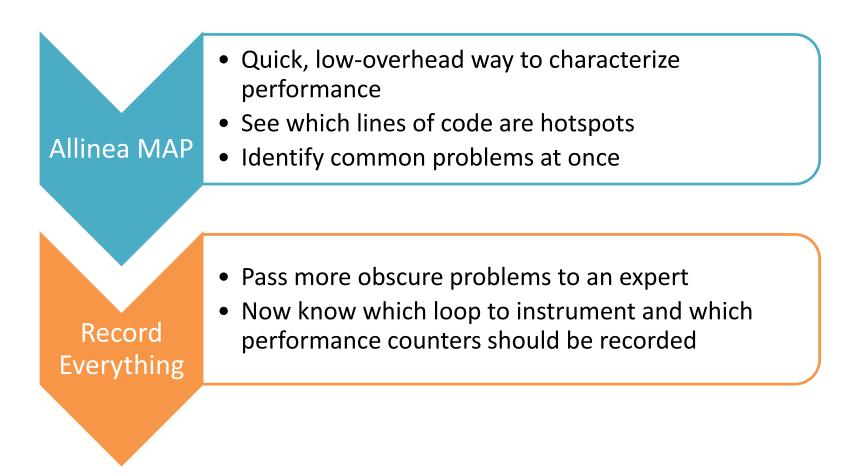


Attacking Visual Scalability



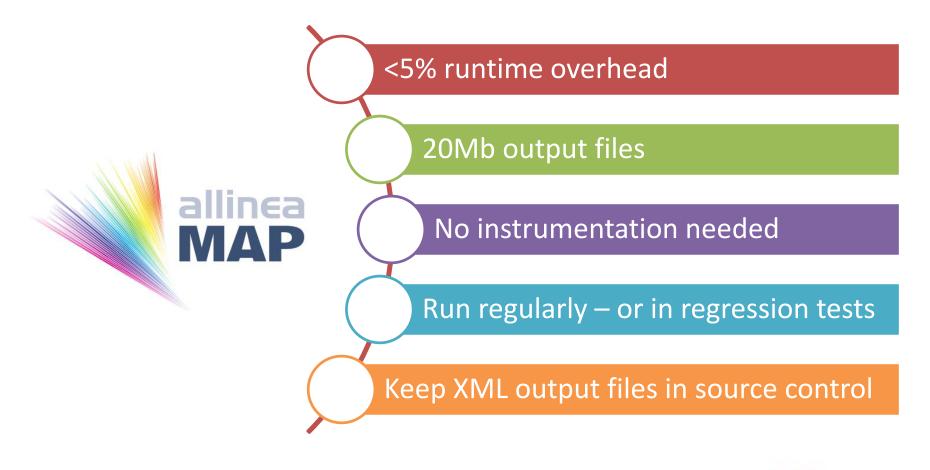
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Complimentary Approaches



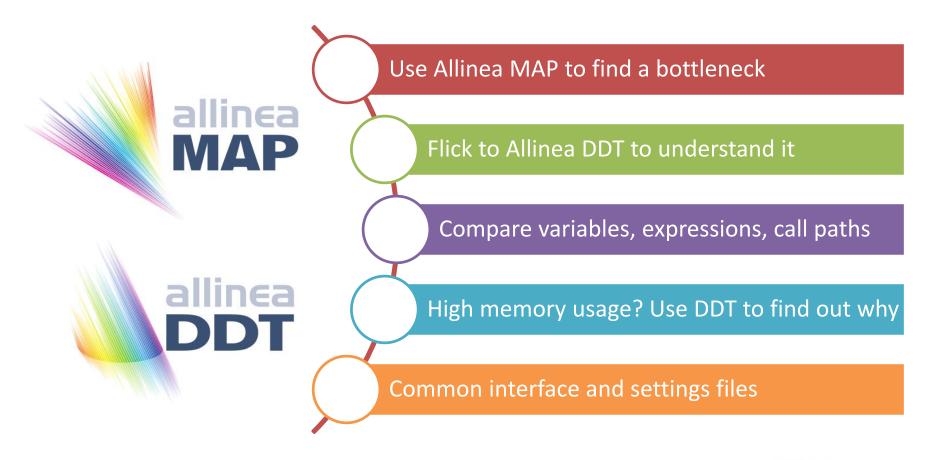


Surprising Benefits



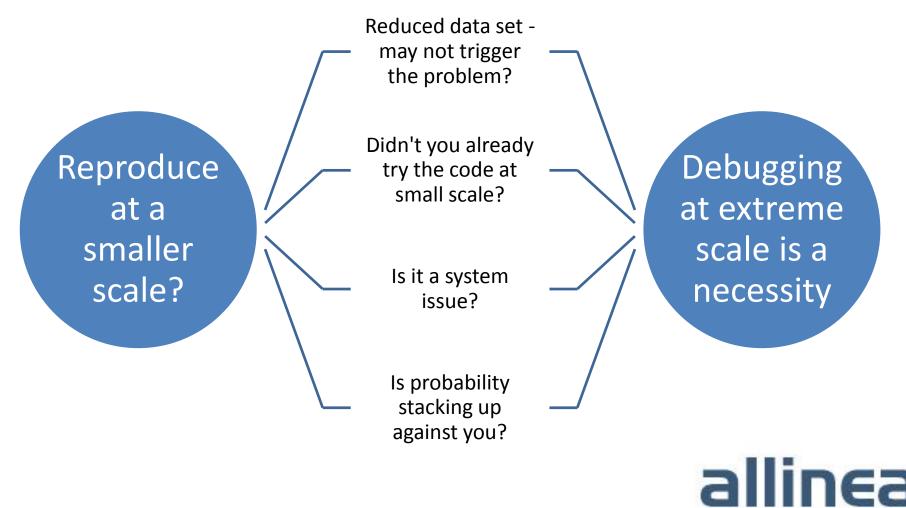


Integrated with Allinea DDT



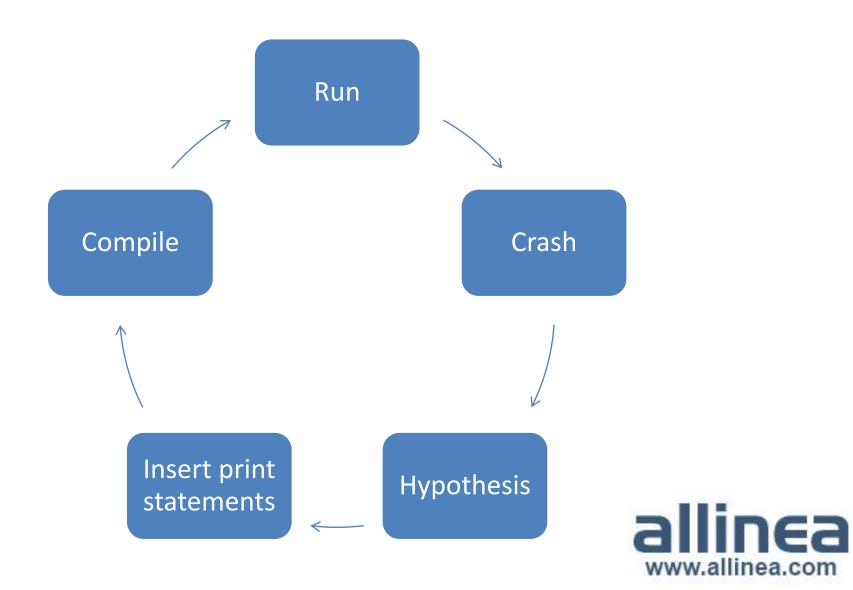


Bug fixing as scale increases



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Debugging in practice...



Titan and Mira

Titan

- 18,688 nodes
- 18,688 NVIDIA Kepler K20 GPUs
- 299,008 CPU cores
- 50,233,344 CUDA cores

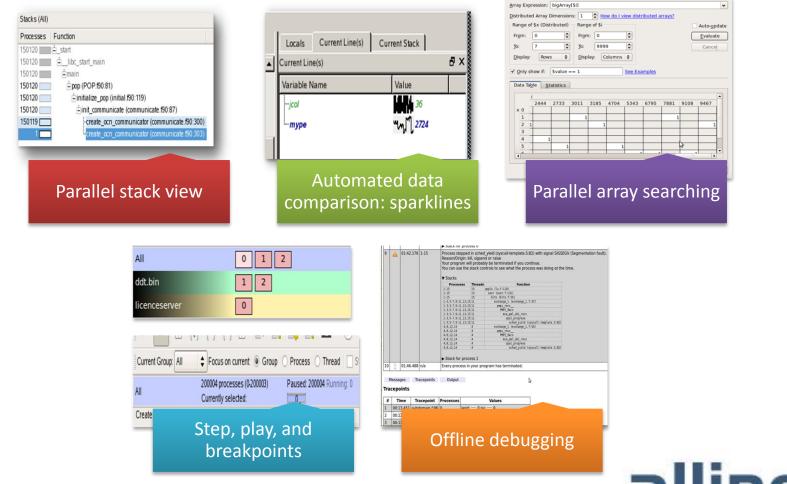
Mira

- 49,152 nodes
- 786,432 cores
- 3,145,728 hardware threads

Does the printf workflow "work"?



Top 5 features at scale



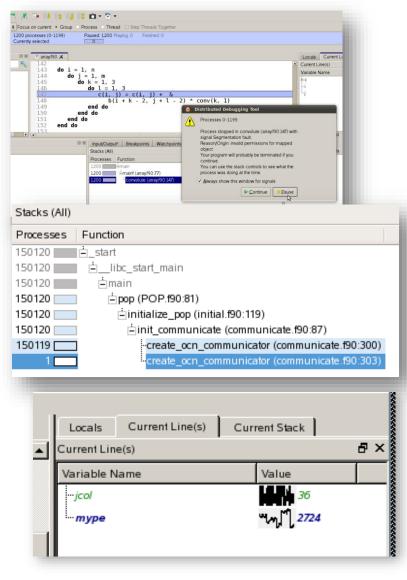
Allinea DDT: Scalable debugging by design

• Where did it happen?

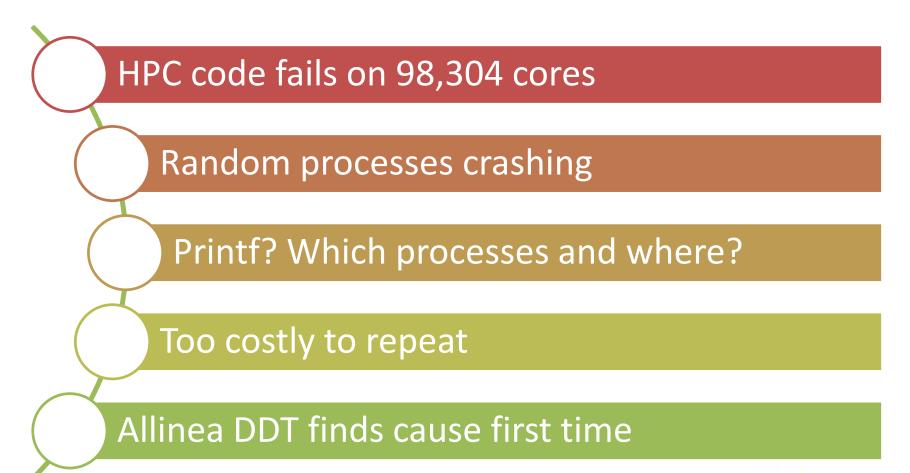
- Allinea DDT leaps to source automatically
- Merges stacks from processes and threads
- How did it happen?
 - Some faults evident instantly from source
- Why did it happen?
 - Real-time data comparison and consolidation
 - Unique "Smart Highlighting" colouring differences and changes
 - Sparklines comparing data across processes

- Force crashes to happen?

 Memory debugging makes many random bugs appear every time



Example – ORNL's Jaguar





Can Allinea MAP help with other tools?

Profiles are gzipped XML

- Not currently publicly documented
- Provides entire MAP GUI data
- Samples and metrics, source file locations

Could process by scripts

- Auto-instrument for other tools
- Auto-pick tool for next step (VAMPIR or Vtune!)

Could have a Plug-in metric API?

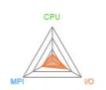
- Shared libraries to record metrics and supply to MAP API
- Allinea preloads almost every MPI
- Take burden of platform matrix explosion away?



Allinea Performance Reports



MADbench2 9 processes, 1 node sandybridge2 Mon Nov 4 12:26:45 2013 11 seconds (0 minutes) /http/MADbench2 12-core server / HDD / 9 readers + writers



Summary: MADbench2 is I/O-bound in this configuration

The total wallclock time was spent as follows:

CPU	17.9%	Time spent running application code. High values are usually good. This is low; it may be worth improving I/O performance first.
MPI	34.5%	Time spent in MPI calls. High values are usually bad. This is average; check the MPI breakdown for advice on reducing it.
1/0	47.6%	Time spent in fliesystem I/O. High values are usually bad. This is high; check the I/O breakdown section for optimization advice.

This application run was 10-bound. A breakdown of this time and advice for investigating further is in the 100 section below.

CPU

A breakdown of how the 17.9% total CPU time was spent.

Scalar numeric ops	15.0%	
Vector numeric ops	0.0%	1
Memory accesses	85.0%	
Other	0.0	1

The per-core performance is memory-bound. Use a profiler to identify time-consuming loops and check their cache performance. No time was spent in vectorized instructions. Check the compiler's vectorization advice to see why key loops could not be vectorized.

1/0

A breakdown of how the 47.6% total I/O time was spent.

Time in reads	24.5%	
Time in writes	75.5%	
Estimated read rate	400 Mb/s	
Estimated write rate	70.0 Mb/s	

Most of the time is spent in write operations, which have a low transfer rate. This may be caused by contention for the filesystem or inefficient access patterns. Use an I/O profiler to investigate which write calls are affected.

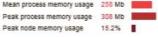
MPI

Of the 34.5% total time spent in MPI calls: Time in collective calls 100.0% Time in point-to-point calls 0.0% Estimated collective rate 40.8 bytes/s Estimated point-to-point rate 0 bytes/s

All of the time is spent in collective calls with a very low transfer rate. This suggests a significant load imbalance is causing synchronization overhead. You can investigate this further with an MPI profiler.

Memory

Per-process memory usage may also affect scaling:



The peak node memory usage is low. You may be able to reduce the total number of CPU hours used by running with fewer MPI processes and more data on each process.

- How well do your applications match your hardware?
 - How well is application X optimized for this system?
 - Does it benefit from running at this scale?
 - Are there I/O or networking bottlenecks affecting performance?
 - Which hardware, software or configuration changes will improve performance?

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This week..

- Meet us at booth #1719
 - Get a demo
 - Talk to the team
 - Ask a question
- Enter the draw
 - Can you detect a performance problem?
 - Daily draw win a Kindle Fire HDX



More talks during the week

- Monday
 - 4.10pm Extreme Scale Performance Tools Workshop Room 501
 - Performance Profiling and Debugging at the Extreme Scale and Beyond
- Tuesday
 - 11.00am Intel booth #2701
 - Discovering bottlenecks without pain: Get performance on Intel Xeon Phi with Allinea MAP and Allinea DDT
- Wednesday
 - 11.30am DoE booth #1327
 - OpenSHMEM tools
 - 1.30pm Fujitsu booth #2718
 - Develop efficient HPC applications at scale on FX10
- Thursday
 - 1.15pm Vislt/Intelligent Light booth #4216
 - Allinea DDT and VisIt: debugging HPC applications using a visualization tool
 - 3.30pm Exhibitor Forum Room 501/502
 - Pick your battles: Getting results faster with Intel Xeon Phi and NVIDIA CUDA

