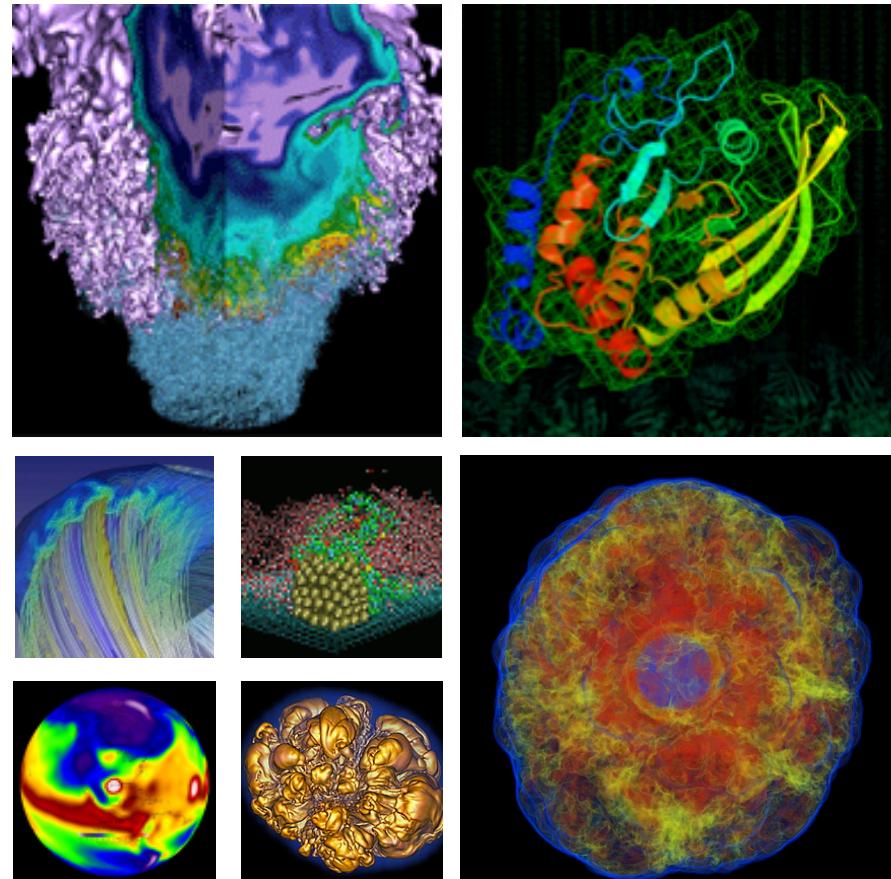


Debugging and Optimization Tools



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Outline



- Take-Aways
- Debugging
- Performance / Optimization
- NERSC “automatic” tools

Videos, presentations, and references:

<http://www.nersc.gov/users/training/courses/CS267/>

Also see the DOE Advanced Computational Tools:

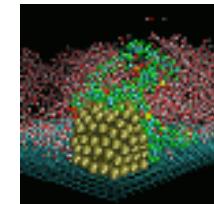
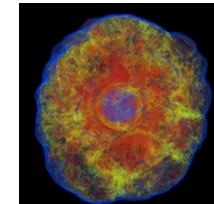
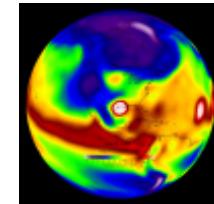
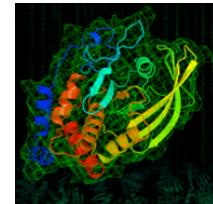
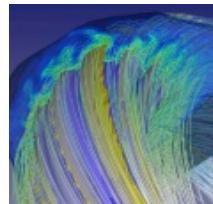
<http://acts.nersc.gov>

Take-Aways



- Tools can help you find errors in your program and locate performance bottlenecks
- In the world of HPC parallel computing, there are few widely adopted standard tools
 - Totalview and DDT debuggers
 - PAPI, Tau, & vendor-specific performance tools
- Common code problems
- How tools work in general
- Use the tools that works for you and are appropriate for your problem
- Be suspicious of outliers among parallel tasks
- Where to get more information

Debugging



What is a Bug?



- A bug is when your code

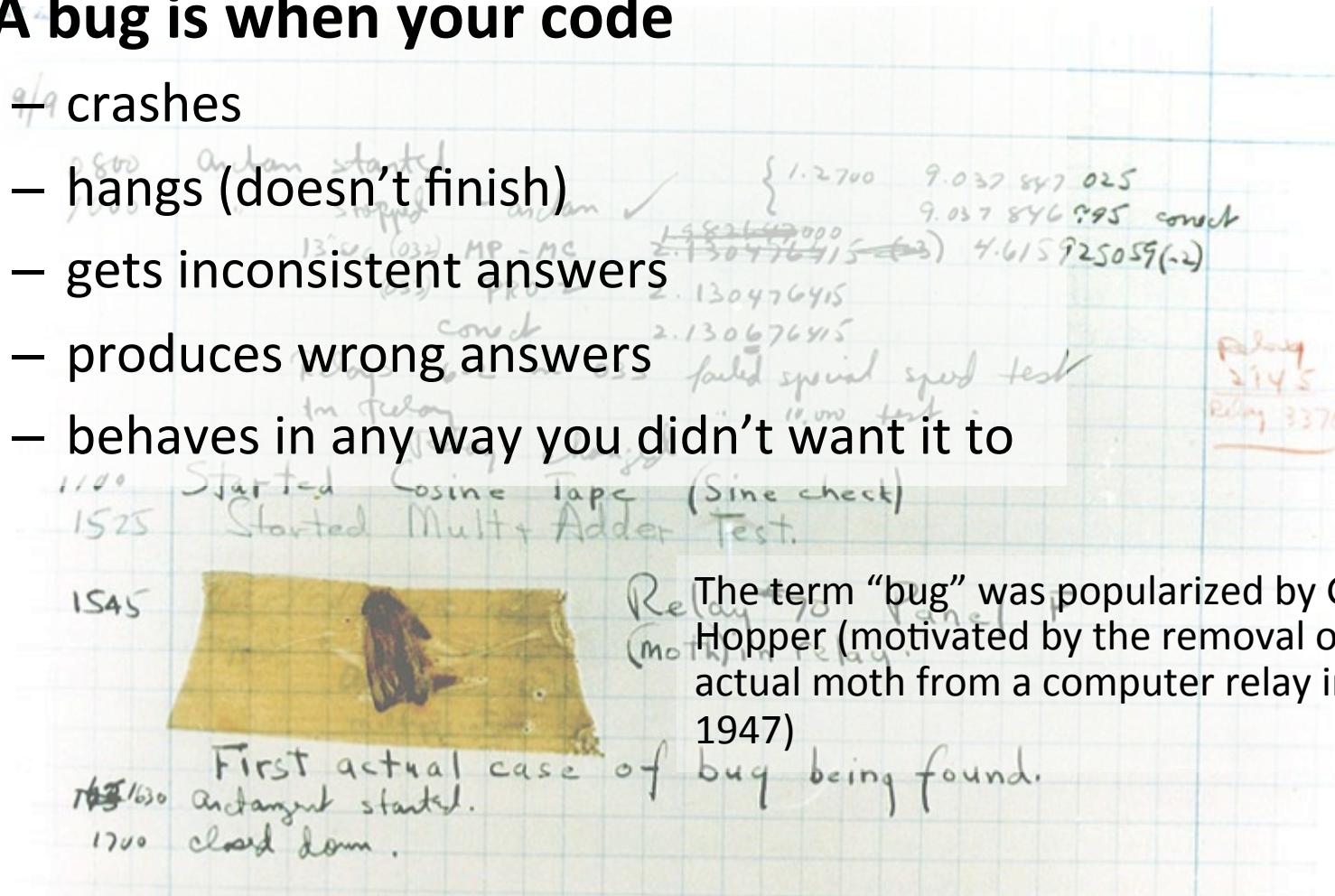
- crashes

- hangs (doesn't finish)

- gets inconsistent answers

- produces wrong answers

- behaves in any way you didn't want it to



The term “bug” was popularized by Grace Hopper (motivated by the removal of an actual moth from a computer relay in 1947)

Common Causes of Bugs



- “Serial” (Sequential might be a better word)
 - Invalid memory references
 - Array reference out of bounds
 - Divide by zero
 - Use of uninitialized variables
- Parallel **Let's concentrate on these**
 - Unmatched sends/receives
 - Blocking receive before corresponding send
 - Out of order collectives
 - Race conditions
 - Unintentionally modifying shared memory structures

What to Do if You Have a Bug?



- **Find It**
 - You want to locate the part of your code that isn't doing what it's designed to do
- **Fix It**
 - Figure out how to solve it and implement a solution
- **Check It**
 - Run it to check for proper behavior

Find It: Tools



- **printf, write**
 - Versatile, sometimes useful
 - Doesn't scale well
 - Not interactive
 - Fishing expedition
- **Compiler / Runtime**
 - Bounds checking, exception handling
 - Dereferencing of NULL pointers
 - Function and subroutine interface checking
- **Serial gdb + friends**
 - GNU debugger, serial, command-line interface
 - See “man gdb”
- **Parallel debuggers**
 - DDT
 - Totalview
 - Intel Inspector
- **Memory debuggers**
 - MAP
 - Valgrind

See NERSC web site

<https://www.nersc.gov/users/software/debugging-and-profiling/>

Parallel Programming Bug



This code hangs because both Task 0 and Task N-1 are blocking on MPI_Recv

```
if(task_no==0) {  
  
    ret = MPI_Recv(&herBuffer, 50, MPI_DOUBLE, totTasks-1, 0,  
MPI_COMM_WORLD, &status);  
    ret = MPI_Send(&myBuffer, 50, MPI_DOUBLE, totTasks-1, 0,  
MPI_COMM_WORLD);  
  
} else if (task_no==(totTasks-1)) {  
  
    ret = MPI_Recv(&herBuffer, 50, MPI_DOUBLE, 0, 0,  
MPI_COMM_WORLD, &status);  
    ret = MPI_Send(&myBuffer, 50, MPI_DOUBLE, 0, 0,  
MPI_COMM_WORLD);  
  
}
```

Compile & Start DDT



Compile for debugging

```
hopper% make
cc -c -g hello.c
cc -o hello -g hello.o
```

Set up the parallel run environment

```
hopper% qsub -I -V -lmpwidth=24
hopper% cd $PBS_O_WORKDIR
```

Start the DDT debugger

```
hopper% module load ddt
hopper% ddt ./hello
```



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DDT Screen Shot



Press Go and then Pause
when code appears
hung.

Task 0 is at line 44

At hang, tasks are in 3
different places.

Allinea DDT v3.1-20

Session Control Search View Help

Current Group: All Focus on current: Group Process Thread Step Threads Together

All 0 1 2 3

Create Group

hello.c

```
35     int tot = MPI_Comm_size(MPI_COMM_WORLD, &totTasks);
36
37     printf("task_no is %d of %d total tasks\n",
38            task_no,
39            totTasks);
40
41     if(task_no==0) {
42         ret = MPI_Recv(&herBuffer, 50, MPI_DOUBLE, totTasks-1,
43                     MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_Status);
44         ret = MPI_Send(&myBuffer, 50, MPI_DOUBLE, totTasks-1,
45                     task_no, MPI_ANY_TAG);
46     } else if (task_no==(totTasks-1)) {
47         ret = MPI_Recv(&herBuffer, 50, MPI_DOUBLE, 0, 0, MPI_Status);
48         ret = MPI_Send(&myBuffer, 50, MPI_DOUBLE, 0, 0, MPI_C
49     }
50
51
52 }
```

Input/Output | Breakpoints | Watchpoints | **Stacks** | Tracepoints | Tracepoint Output |

Processes	Function
1	+main (hello.c:44)
1	+main (hello.c:47)
2	+main (hello.c:54)



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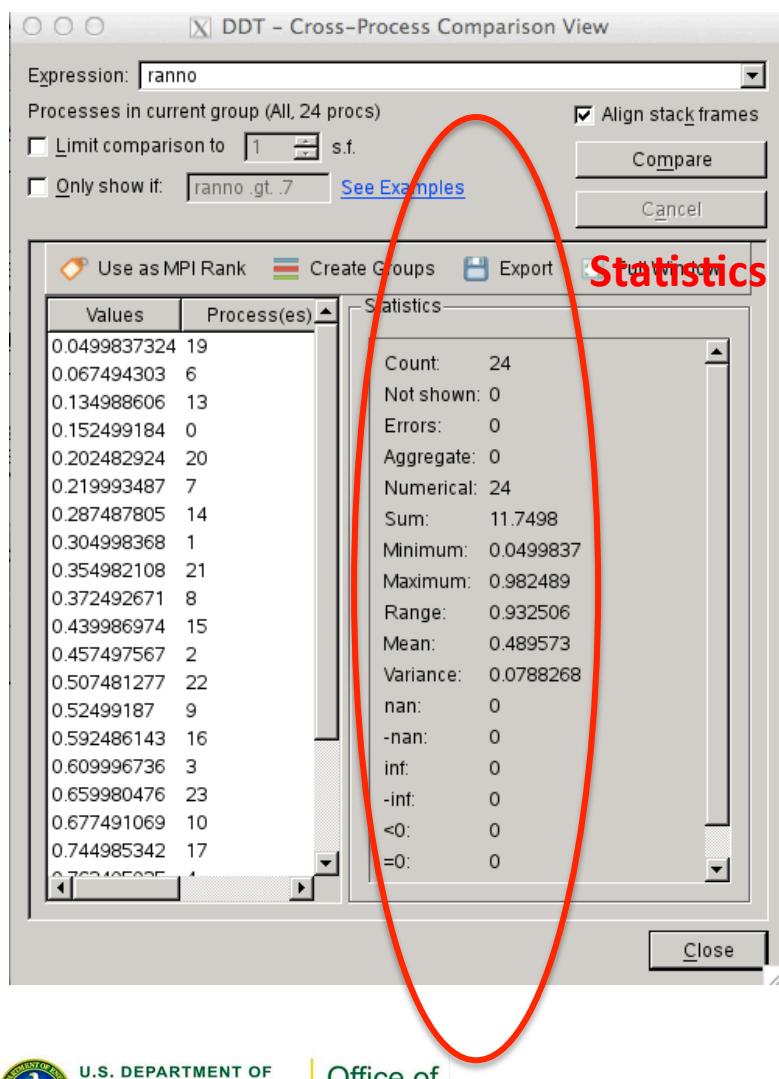


What About Massive Parallelism?



- **With 10K+ tasks/threadsstreams it's impossible to examine every parallel instance**
- **Make use of statistics and summaries**
- **Look for tasks that are doing something different**
 - Amount of memory used
 - Number of calculations performed (from counters)
 - Number of MPI calls
 - Wall time used
 - Time spent in I/O
 - One or a few tasks paused at a different line of code
- **We (NERSC) have been advocating for this statistical view for some time**

Vendors are starting to listen (DDT)



Locals

Variable Name	Value
count	1
heads	99998695
i	200000001
ierror	0
iter	1
j	1
m	34
+mpi_argv_null	([1] = '')
+mpi_argvs_null	([1] = ([1] = '000'))
-mpi_bottom	0
+mpi_errcodes_ignore	([1] = 0)
-mpi_in_place	0
+mpi_statuses_ignore	([1] = 0, ...)
+mpi_status_ignore	1275070513
-mpi_type	0
-mpi_unweighted	99
mype	200000000
-ntimes	1200
numpes	1.40129846e-45
pct	0.24998655
ranno	0
root	([1] = 100, ...)
+seed	0
-toheads	

Type: none selected

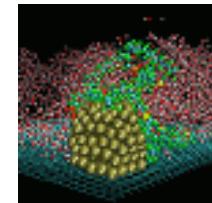
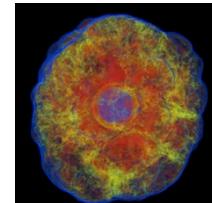
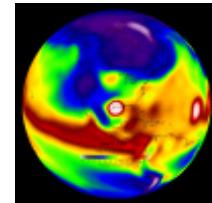
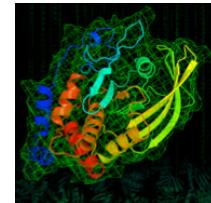
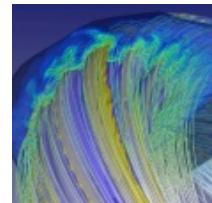
Red ovals highlight the variable values for heads, i, m, and pct.

DDT video



- <http://vimeo.com/19978486>
- Or <http://vimeo.com/user5729706>
- Linked to from <http://www.nersc.gov/users/training/courses/CS267/>

Performance / Optimization



Performance Questions



- How can we tell if a program is performing well? Or isn't? What is “good”?
- If performance is not “good,” can we identify the causes?
- What can we do about it?

Is Your Code Performing Well?



- **No single answer, but**
 - Does it scale well?
 - Is MPI time <20% of total run time?
 - Is I/O time <10% of total run time?
 - Is it load balanced?
 - If GPU code, does GPU+Processor perform better than 2 Processors?
- **“Theoretical” CPU performance vs. “Real World” performance in a highly parallel environment**
 - Cache-based x86 processors: >10% is pretty good
 - GPUs: >1% pretty good

What can we do about it



- Minimize latency effects (aggregate messages)
- Maximize work vs. communication
- Minimize data movement (recalculate vs. send)
- Use the “most local” memory
- Use large-block I/O
- Use a balanced strategy for I/O
 - Avoid “too many” tasks accessing a single file, but “too many” files performs poorly ~1000s
 - Use “enough” I/O tasks to maximum I/O bandwidth, but “too many” causes contention 1/node

Can We Identify the Causes? Use Tools



- **Vendor Tools:**
 - CrayPat on Crays
 - INTEL VTune
- **Community Tools :**
 - TAU (U. Oregon via ACTS)
 - PAPI (Performance API)
 - gprof
- **NERSC “automatic” and/or easy-to-use tools**
 - e.g. IPM

See NERSC web site

<https://www.nersc.gov/users/software/debugging-and-profiling/>

Example: CrayPat



- Suite of tools that provides a wide range of performance-related information
- Can be used for both sampling and tracing
 - with or without hardware or network performance counters
 - Built on PAPI
- Supports Fortran, C, C++, UPC, MPI, Coarray Fortran, OpenMP, Pthreads, SHMEM
- Man pages
 - intro_craypat(1), intro_app2(1), intro_papi(1)

Using CrayPat



- 1. Access the tools**
 - module load perftools
- 2. Build your application; keep .o files**
 - make clean
 - make
- 3. Instrument application**
 - `pat_build ... a.out`
 - Result is a new file, `a.out+pat`
- 4. Run instrumented application to get top time consuming routines**
 - `aprun ... a.out+pat`
 - Result is a new file `XXXXX.xf` (or a directory containing `.xf` files)
- 5. Run `pat_report` on that new file; view results**
 - `pat_report XXXXX.xf > my_profile`
 - `view my_profile`
 - Also produces a new file: `XXXXX.ap2`

Tools for the Masses



- **Using even the best tools can be tedious**
 - “Follow these 10 steps to perform the basic analysis of your program” – from a supercomputer center web site for a well-known tool
- **NERSC wants to enable easy access to information that can help you improve your parallel code**
 - **automatic** data collection
 - provide useful tools through the web
- **Efforts**
 - IPM (MPI profiling, chip HW counters, memory used)
 - Accounting & UNIX resource usage
 - System-level I/O monitoring
 - User-level I/O profiling (Darshan)

# host : s05601/006035314C00_AIX	mpi_tasks : 32 on 2 nodes
# start : 11/30/04/14:35:34	wallclock : 29.975184 sec
# stop : 11/30/04/14:36:00	%comm : 27.72
# gbytes : 6.65863e-01 total	gflop/sec : 2.33478e+00 total
	<avg> min max
# wallclock 953.272	29.7897 29.6092 29.9752
# user 837.25	26.1641 25.71 26.92
# system 60.6	1.89375 1.52 2.59
# mpi 264.267	8.25834 7.73025 8.70985
# %comm	27.7234 25.8873 29.3705
# gflop/sec 2.33478	0.0729619 0.072204 0.0745817
# gbytes 0.665863	0.0208082 0.0195503 0.0237541
# PM_FPU0_CMPL 2.28827e+10	7.15084e+08 7.07373e+08 7.30171e+08
# PM_FPU1_CMPL 1.70657e+10	5.33304e+08 5.28487e+08 5.42882e+08
# PM_FPU_FMA 3.00371e+10	9.3866e+08 9.27762e+08 9.62547e+08
# PM_INST_CMPL 2.78819e+11	8.71309e+09 8.20981e+09 9.21761e+09
# PM_LD_CMPL 1.25478e+11	3.92118e+09 3.74541e+09 4.11658e+09
# PM_ST_CMPL 7.45961e+10	2.33113e+09 2.21164e+09 2.46327e+09
# PM_TLB_MISS 2.45894e+08	7.68418e+06 6.98733e+06 2.05724e+07
# PM_CYC 3.0575e+11	9.55467e+09 9.36585e+09 9.62227e+09
	[time] [calls] <%mpi> <%wall>
# MPI_Send 188.386	639616 71.29 19.76
# MPI_Wait 69.5032	639616 26.30 7.29
# MPI_Irecv 6.34936	639616 2.40 0.67
# MPI_BARRIER 0.0177442	32 0.01 0.00
# MPI_Reduce 0.00540609	32 0.00 0.00
# MPI_Comm_rank 0.00465156	32 0.00 0.00
# MPI_Comm_size 0.000145341	32 0.00 0.00

Completed Jobs on NERSC Web Site



NERSC job details

http://www.nersc.gov/REST/jobs/ipm_summary.php?stepid=619349.sdb&name=gflops×tamp=1310766809

Metric	Sum	Mean	Std. Dev.	CV (%)	Minimum	Maximum
<u>Aggregate Floating Point Operations (Flop x 10**9)</u>	3.011e+02	1.470e-01	4.946e-03	3.36e+00	1.395e-01	2.161e-01
<u>GFlop/sec</u>	6.147e-01	3.002e-04	1.008e-05	3.36e+00	2.847e-04	4.411e-04
<u>Maximum Memory Usage (GBytes)</u>	4.101e+02	2.002e-01	9.606e-03	4.80e+00	1.781e-01	2.448e-01
<u>Time Spent in MPI Routines (sec)</u>	1.228e+06	5.995e+02	4.984e+01	8.31e+00	5.177e+02	6.801e+02
<u>Wallclock Time (sec)</u>	1.003e+06	4.898e+02	6.428e-02	1.31e-02	4.898e+02	4.927e+02

CV = Coefficient of Variance = (Standard Deviation / Mean)

Task distribution of *Aggregate Floating Point Operations (Flop x 10⁻⁹)* - as a percentage of maximum

The MPI rank is the sum of the column and row indices in the table.

Table Columns: 64

aflops vs. MPI Rank



Statistics Across Tasks



NERSC job details						
19349.sdb&name=gflops×tamp=1310766809						
	Sum	Mean	Std. Dev.	CV (%)	Minimum	Maximum
	3.011e+02	1.470e-01	4.946e-03	3.36e+00	1.395e-01	2.161e-01
	6.147e-01	3.002e-04	1.008e-05	3.36e+00	2.847e-04	4.411e-04
	4.101e+02	2.002e-01	9.606e-03	4.80e+00	1.781e-01	2.448e-01
	1.228e+06	5.995e+02	4.984e+01	8.31e+00	5.177e+02	6.801e+02
	1.003e+06	4.898e+02	6.428e-02	1.31e-02	4.898e+02	4.927e+02

***g) - as a percentage of maximum*

e.

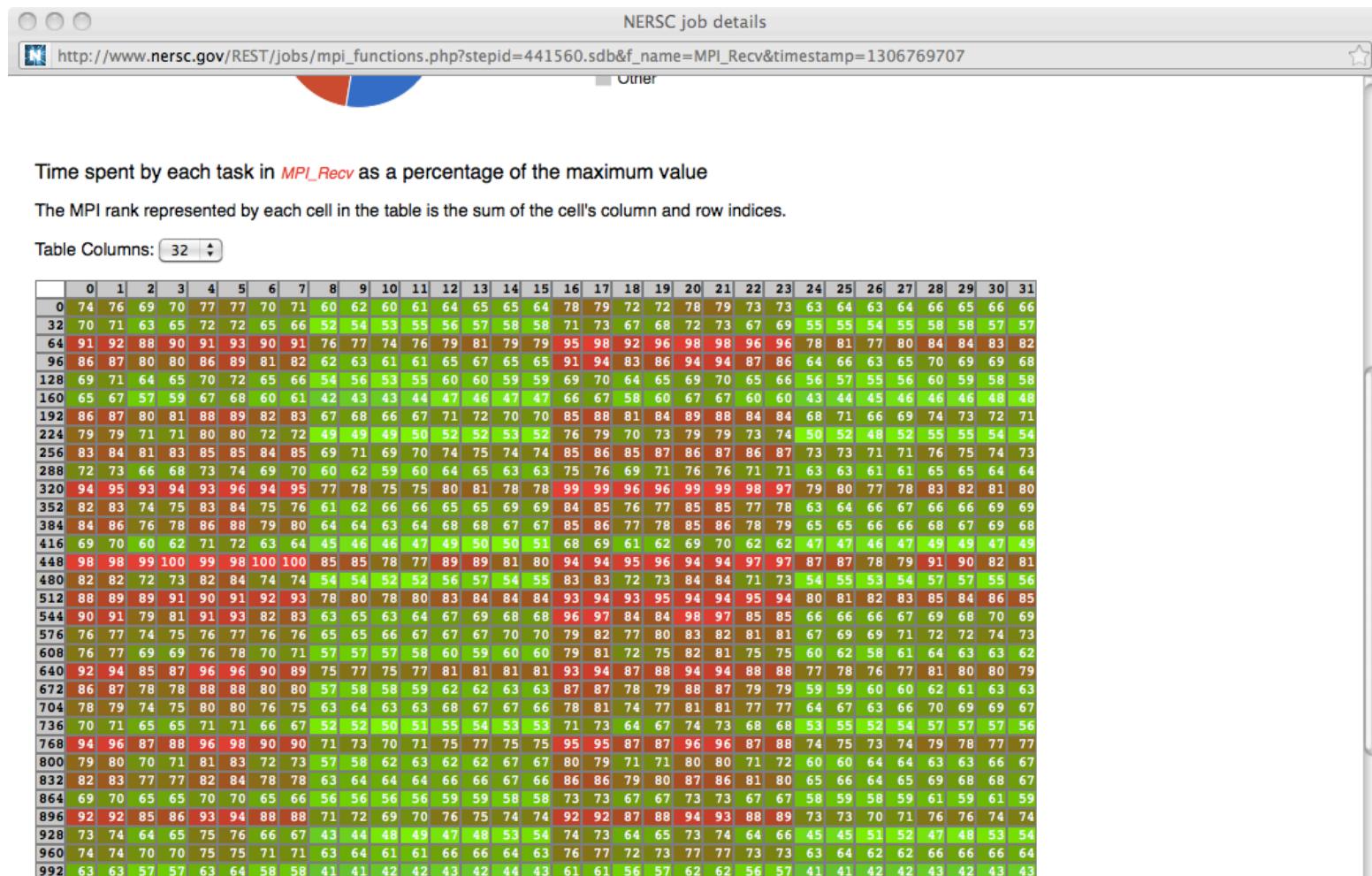


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IPM Examples



Time vs. MPI Rank for *MPI_Recv*



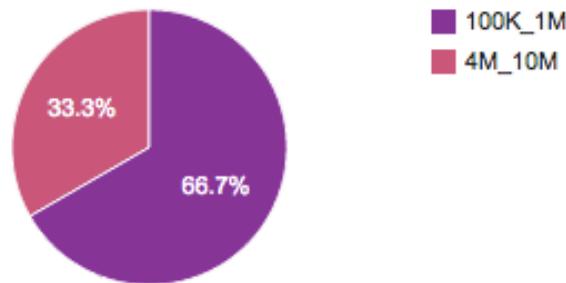
User-Space I/O Profiling



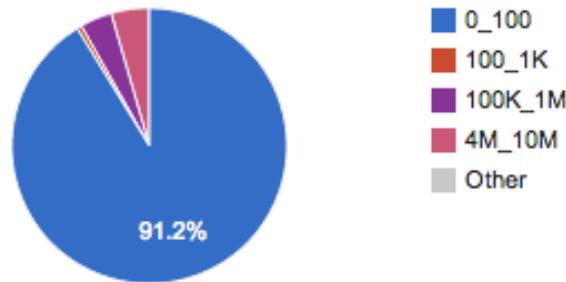
IO Summary from Darshan

Exec. Runtime	MB Read	MB Written	Read Time (s)	Write Time (s)	Read Rate (MB/s)	Write Rate (MB/s)
02-17 16:37:42 - 02-17 16:40:25	1909	18670.36	4.97671	212.215	383.59	87.98

Number of Reads Per Size Range



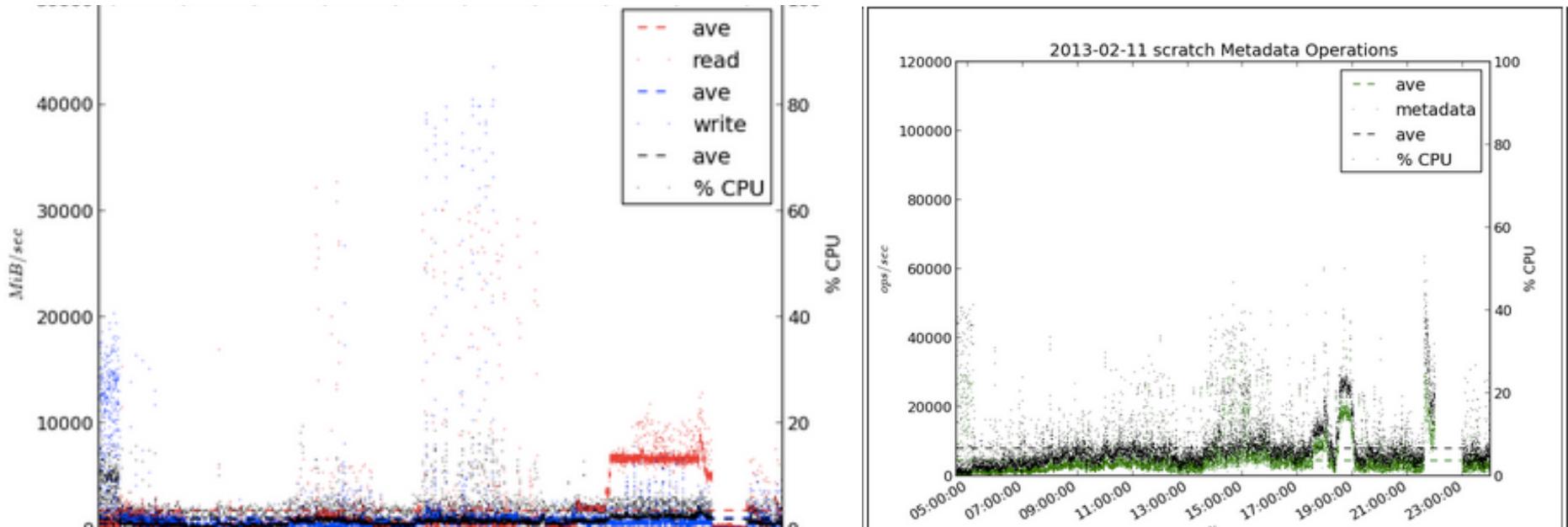
Number of Writes Per Size Range



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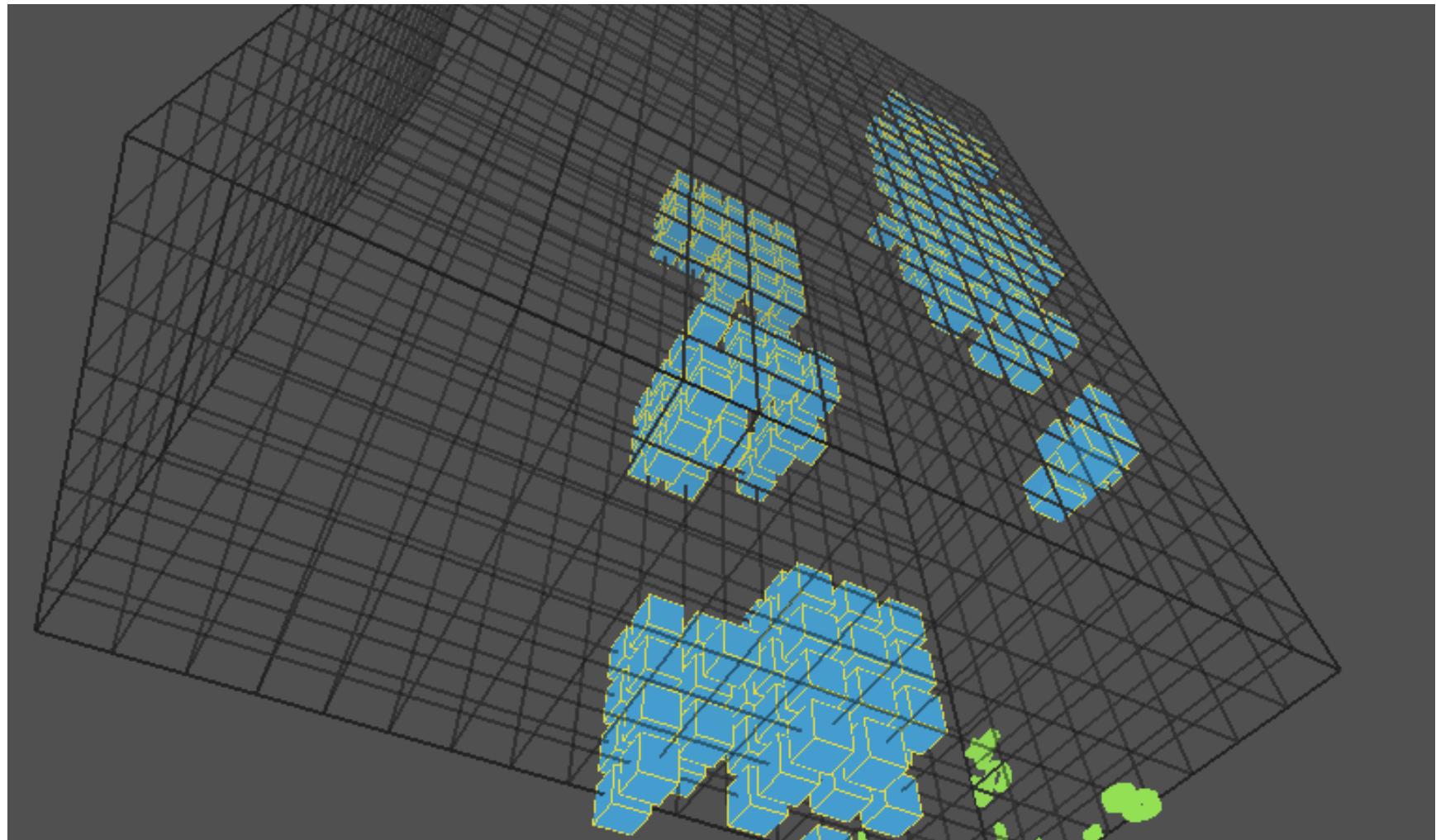
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System-Level I/O Monitoring



Users can see the system-wide I/O activity while their job ran to look for contention.

Job Physical Topology



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