



Compiler Optimization and Runtime Systems




Interactive Performance Profiling and Debugging

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Introduction

Compiler Optimization and Runtime Systems



Profiling today

- `gprof`
 - ▶ compile-time instrumentation of function calls
 - ▶ whole execution
- `perf stat`
 - ▶ OS hooks for hardware counters
 - ▶ whole execution or attach/detach
- `papi`
 - ▶ OS hooks for hardware counters
 - ▶ manual code instrumentation
- trace-based post-mortem analyzers
 - ▶ runtime library instrumentation



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 - ▶ **manual code instrumentation**
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No efficient way to interactively profile regions of interest



Profiling today

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Source-level interactive debuggers



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- Extensive control over the process execution
- Powerful (and intuitive ?) command-line user interface



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Let's combine them into an interactive profiling tool!^a

^aonly sequential executions / at language-level for now.



Functional and Performance Source-level Debugging

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Functional Interactive debugging

- Navigate in the application execution
- Study its current memory state and execution paths
- Test and verify debugging hypothesis



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Performance Interactive Debugging

- Navigate in the application execution
- Profile specific function/region execution
- Test and verify debugging hypothesis



Functional and Performance Source-level Debugging

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Experimentation prototype developed as a GDB Python extension





Interactive Code Profiling

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What to profile?

- During the normal execution:
 - ▶ the whole
 - ▶ a function execution
 - ▶ a region (from line ... to line ... — breakpoints involved)
 - ▶ manual start and stops



Interactive Code Profiling

Compiler Optimization and Runtime Systems

What to profile?

- During the normal execution:
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 - ▶ a region (from line ... to line ... — breakpoints involved)
 - ▶ manual start and stops
- Outside of the normal execution:
 - ▶ we'll discuss it a bit later



Interactive Code Profiling

Compiler Optimization and Runtime Systems

What to profile?

- During the normal execution
- Outside of the normal execution

What is measured?

- `/proc/PID/...` values (*mem usage, context switches, ...*)
- perf stat counters
 - ▶ LD_PRELOAD patch to support on-demand counter dump
 - ▶ *task-clock, context-switches, cpu-migrations, page-faults, cycles, instructions, branches, ...*
- gprof counters
 - ▶ preliminary and on-going (inspection of glibc profiling counters)
 - ▶ call-graph, time per function, ...
- function/address execution count (breakpoints involved)



Interactive Code Profiling

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- gprof counters
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What to do with nesting?

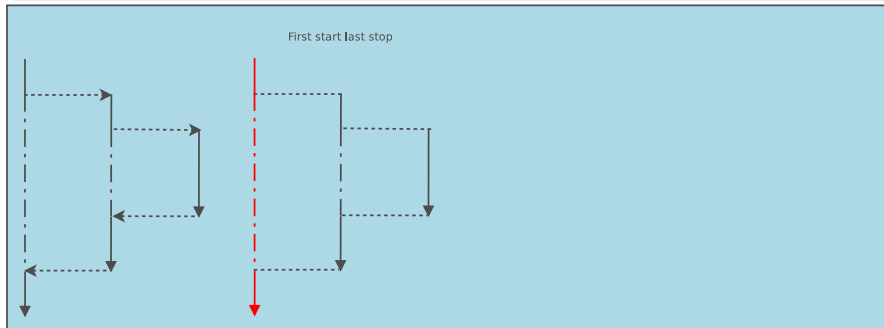


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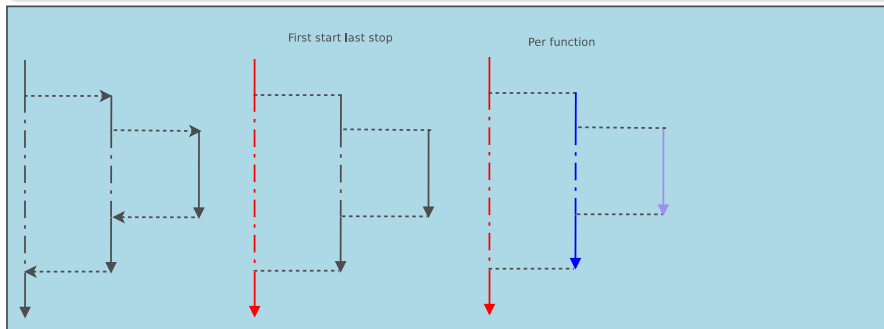


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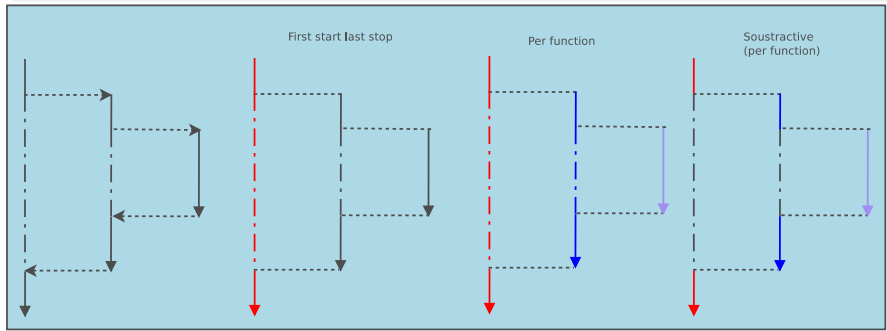


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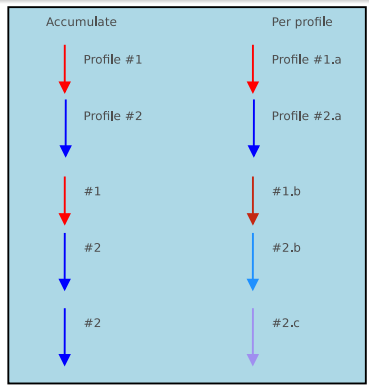
Interactive Code Profiling

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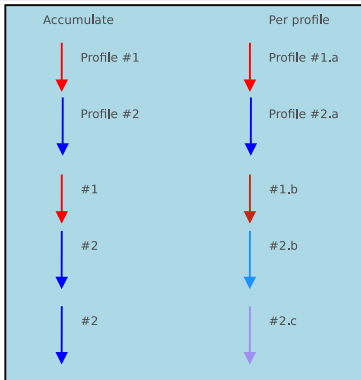
... and multiple hits ?



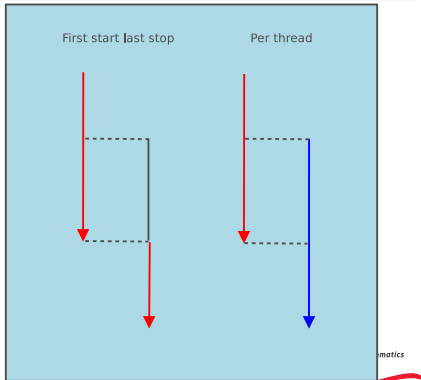


What to do with nesting?

... and multiple hits ?



... and concurrent hits ?





Profiling **outside** of the normal execution

- based on GDB/GCC dynamic compilation feature



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Profiling **outside** of the normal execution

- based on GDB/GCC dynamic compilation feature

- (gdb) profile interactive

- ▶ -repeat:10
- ▶ -code: fct(param1, param2, ...)

⇒ generates:

```
/* start profiling */  
for(int i = 0; i < 10; i++) fct(param1, param2, ...);  
/* stop profiling */
```



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 - ▶ `-file src.c`: specifies where to find the code to run



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 - ▶ `-app`: runs the whole app, with same command-line args
 - ▶ `-flags -O1,-O2,-O3`: compiles and benchmarks with different cflags
 - ▶ `-file src.c`: specifies where to find the code to run
- “side-effect” free code only
 - ▶ at least no dependency on overwritten values



What to do with the measurements?

- raw display
- aggregation
- graph plot



What to do with the measurements?

■ raw display	■ aggregation	■ graph plot
function profile[compute_forces_crust_mantle_dev]		
=====		
minflt:		13
cycles:	113,705,103	
branch-misses	110,791	
task-clock:	39.381	
branches:	10,622,409	
instructions:	188,404,850	
stalled-cycles-frontend:	50,032,346	
stalled-cycles-backend:	15,004,422	
...		



Interactive Code Profiling

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What to do with the measurements?

■ raw display

| cycles

avg: 11553677

min: 13549

max: 218766806

| -----

| stalled-cycles-backend

avg: 1517803

min: 1178455

max: 26184303

| -----

| instructions

avg: 19149774

min: 18745

max: 367804777

| ...

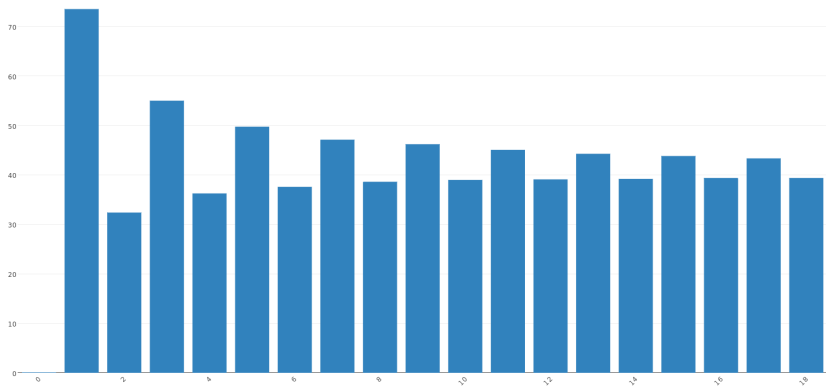
■ aggregation

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Conclusion and future work

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- Fine-grained control of profiling regions
- Ability to incorporate new counters and profiling tools



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- Interactivity through GDB/GCC dynamic compilation



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- Fine-grained control of profiling regions
 - Ability to incorporate new counters and profiling tools
 - Interactivity through GDB/GCC dynamic compilation
-
- Compare our profiling results with other tools
 - Profile real-world applications to demonstrate usability
 - ▶ Specfem3D kernels



Conclusion and future work

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- Fine-grained control of profiling regions
 - Ability to incorporate new counters and profiling tools
 - Interactivity through GDB/GCC dynamic compilation
-
- Compare our profiling results with other tools
 - Profile real-world applications to demonstrate usability
 - ▶ Specfem3D kernels
-
- Extend to multithreaded environments
 - Integrate with mcGDB and its programming models (OpenMP)
 - ▶ focus on task/task-graph execution ?

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