



Experiences Profiling and Characterizing DoD HPC Applications

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Goals of Gathering Profile Data

- Characterize application codes so as to be able to construct a representative set of benchmarks
- Provide relevant data for construction of synthetic benchmarks
- Optimize performance of benchmark codes
- Provide data to enable performance modeling and prediction



Data to Be Collected

- Three levels
 - Increasing levels involve more effort but allow for more detailed analysis.
- Gather data for each benchmark code for
 - at least two compiler optimization levels
 - three or four different CPU counts
 - two or more sets of input data
 - two or more different machine architectures

- The following data for the entire run of a program
 - Wallclock time
 - Cycle count
 - Floating-point operation counts by type
 - Memory operation counts by type
 - Branch counts
 - Cache (L1, L2, etc.) and TLB miss rates
 - Communication time broken down by MPI message type



Level 1 (continued)

- Easy to acquire
- Would give picture of workload with respect to broad characteristics but would not enable optimization and modeling

- Same data as Level 1
 - Level 2a: broken down by routine
 - Level 2b: broken down by basic block and loop
- Would provide a time-dependent profile of the application that would enable optimization and modeling to some degree
 - Could be used to construct “machine-dependent” performance models

- Data required for “machine-independent” performance models
 - Memory access patterns
 - I/O profiles
 - Scaling profiles
 - Branch profiles
- Difficult to collect
- Collection will slowdown execution significantly.



Benchmark Application Codes

Aero – Aeroelasticity CFD code

Fortran, serial vector, 15,000 lines of code (LOC)

Cobalt-60 – Turbulent flow CFD code

Fortran, MPI, 19,000 LOC

GAMESS – Quantum chemistry code

Fortran, MPI, 330,000 LOC

HYCOM – Ocean circulation modeling code

Fortran, MPI, 31,000 LOC

NAMD – Molecular dynamics code

C, MPI, 57,000 LOC

OOCore – Out-of-core solver



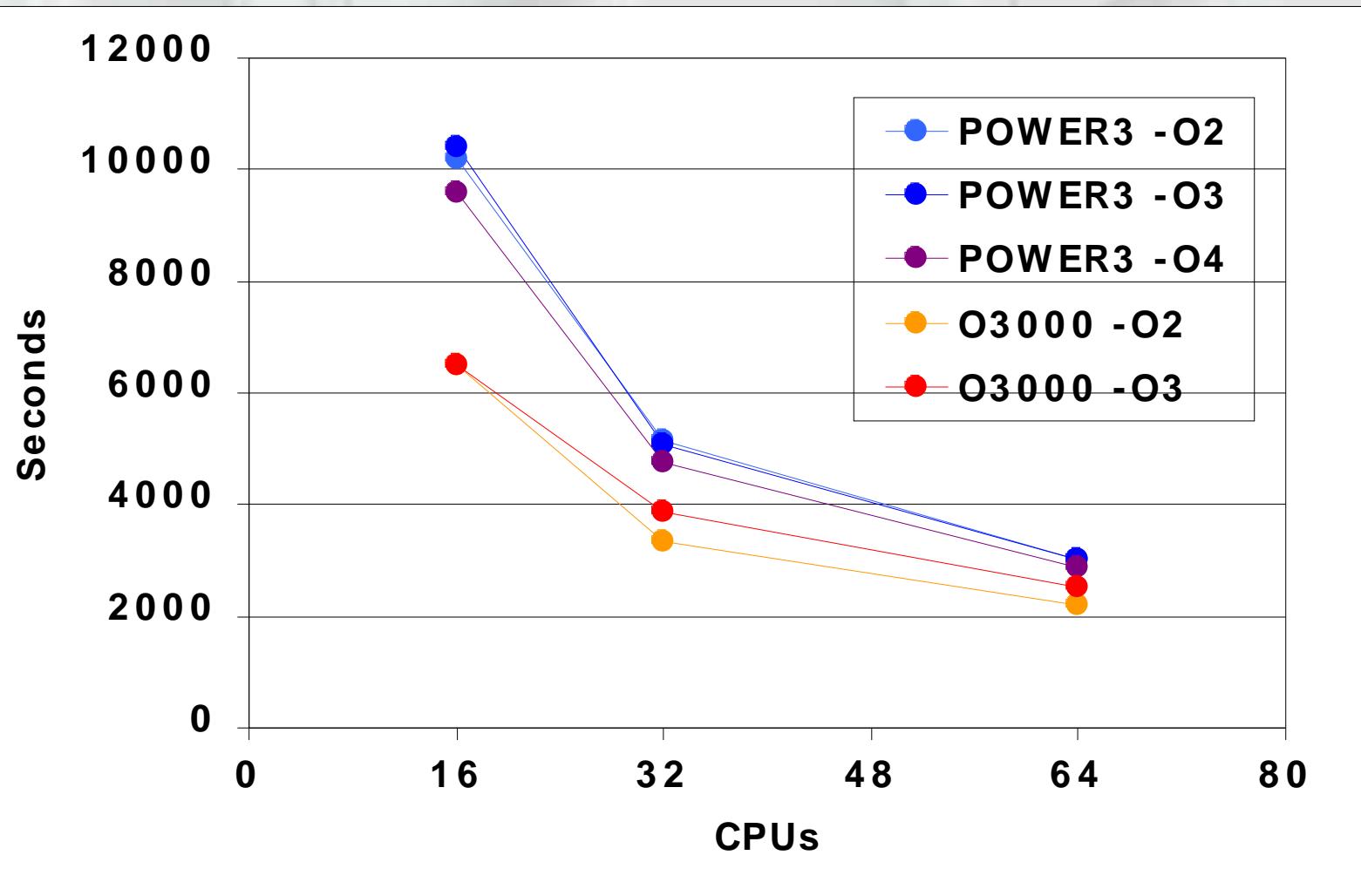
HPCMPO Systems Profiled

Vendor	System	MHz	CPUs
IBM	POWER3	375	1336
IBM	POWER4	1300	1184
SGI	O3900	700	512



ERDC CIVSIMS R&D

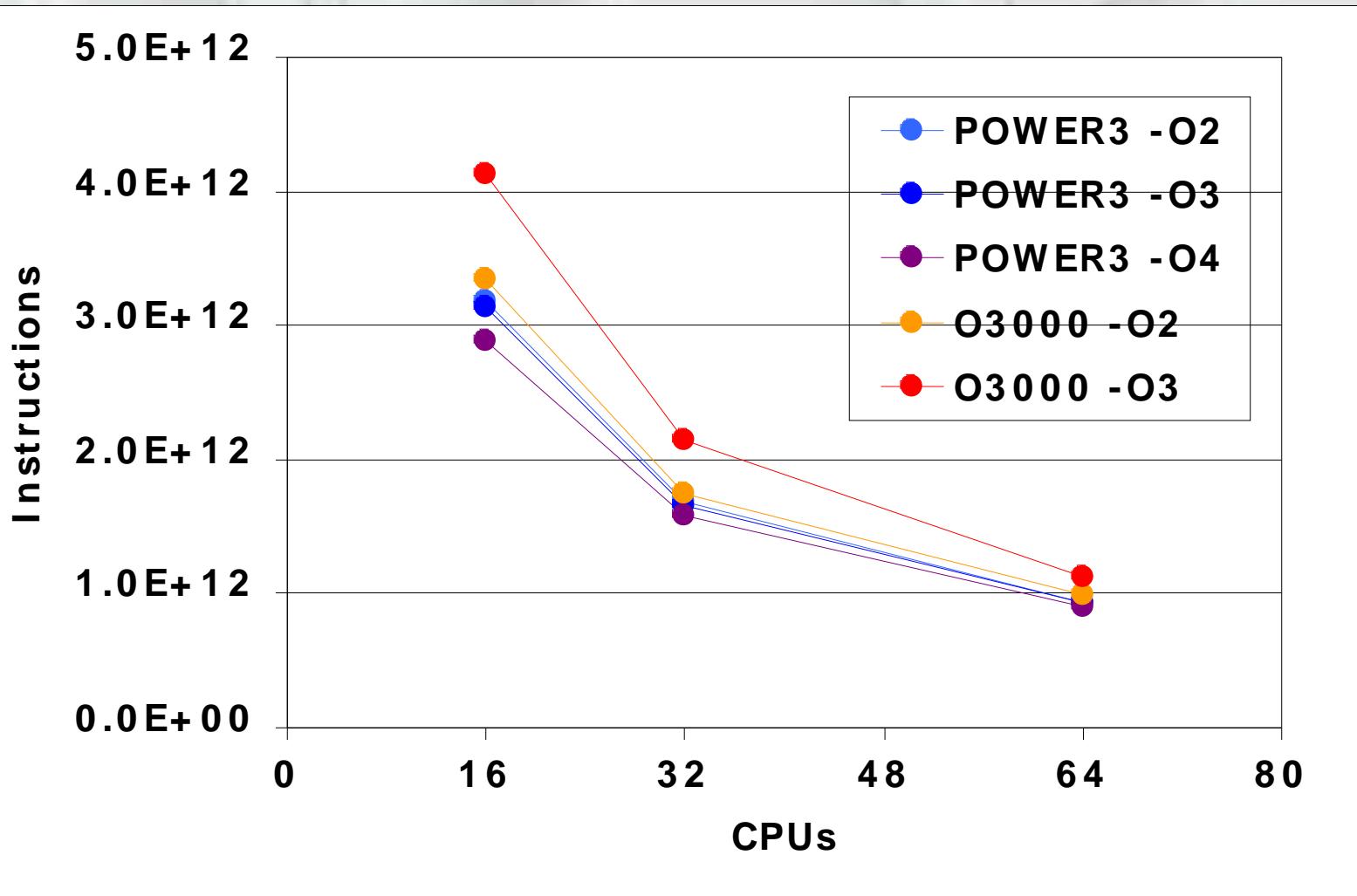
RFCTH Wall Time (Average per Process)



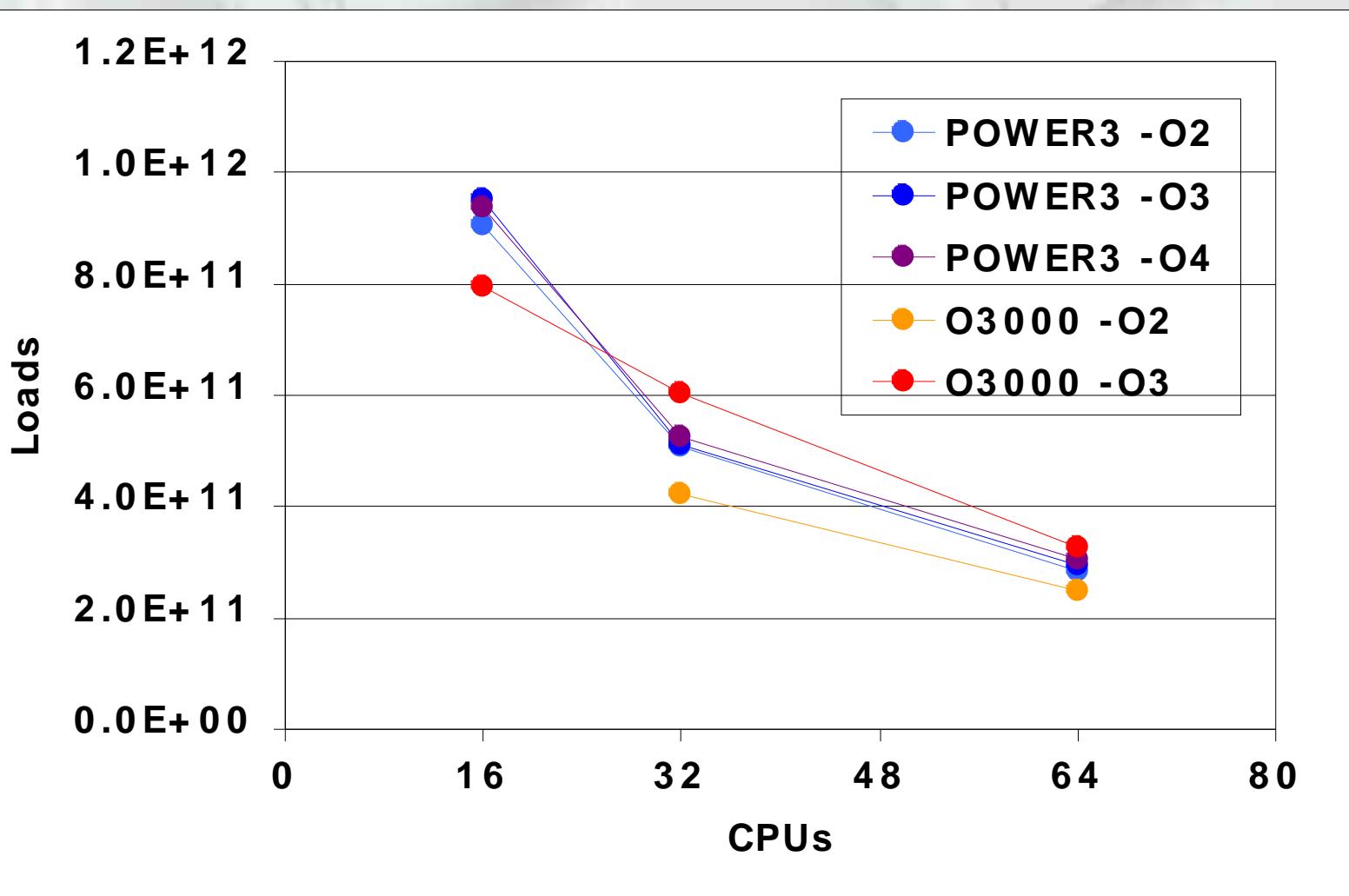


ERDC CIVSIMS R&D

RFCTH Instruction Count (Average per Process)



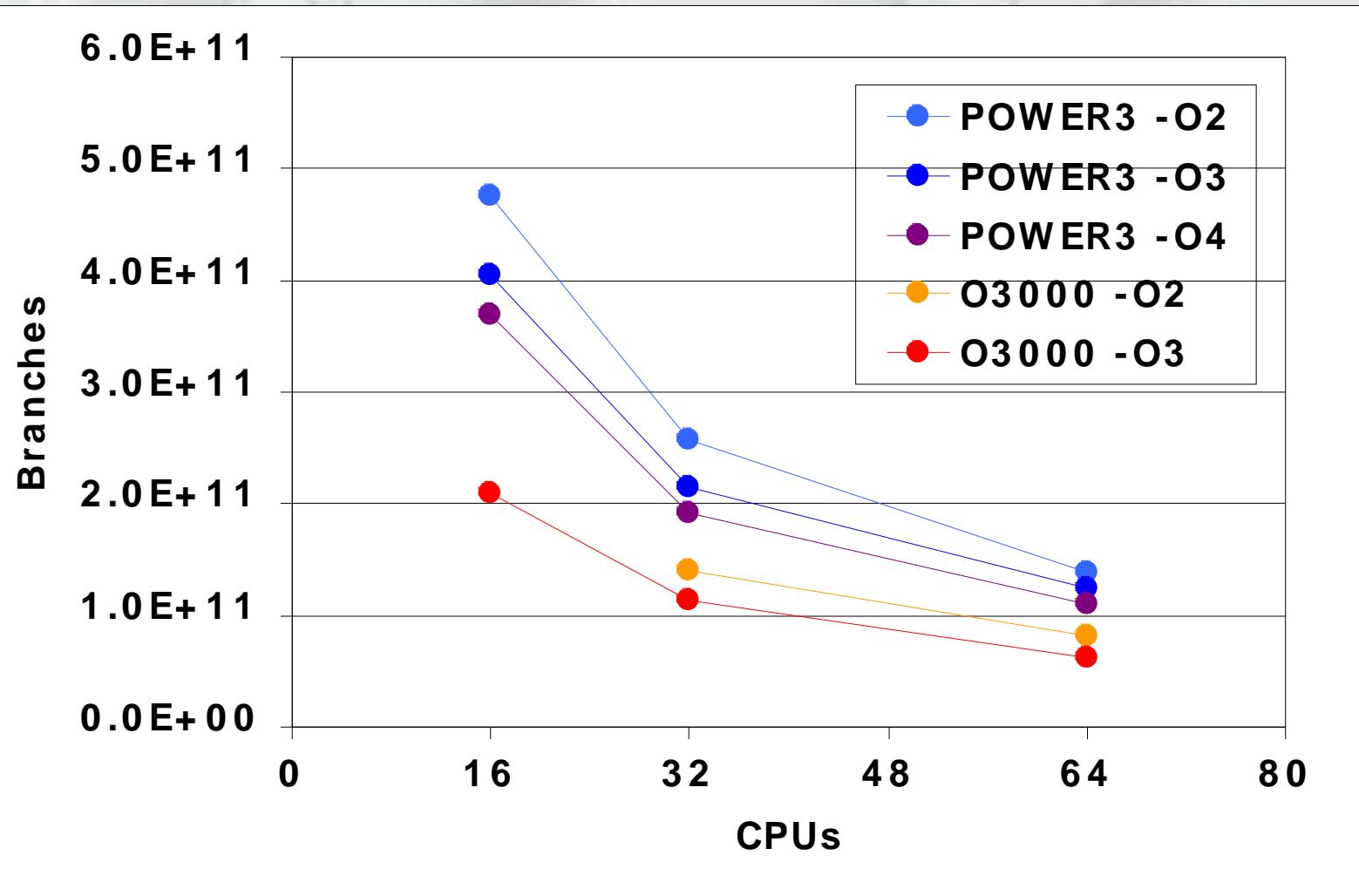
RFCTH Loads Performed (Average per Process)



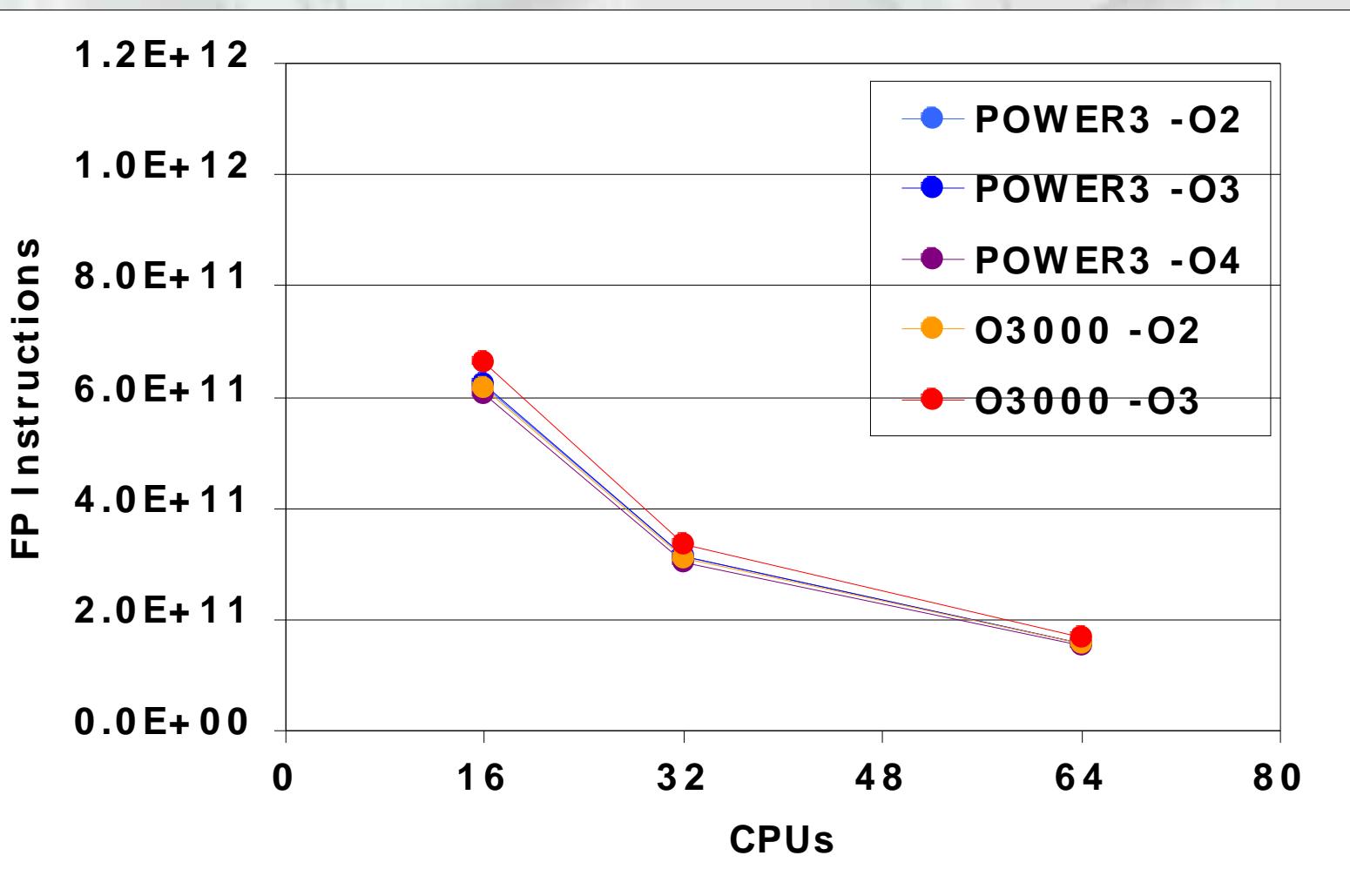


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RFCTH Branches Performed (Average per Process)



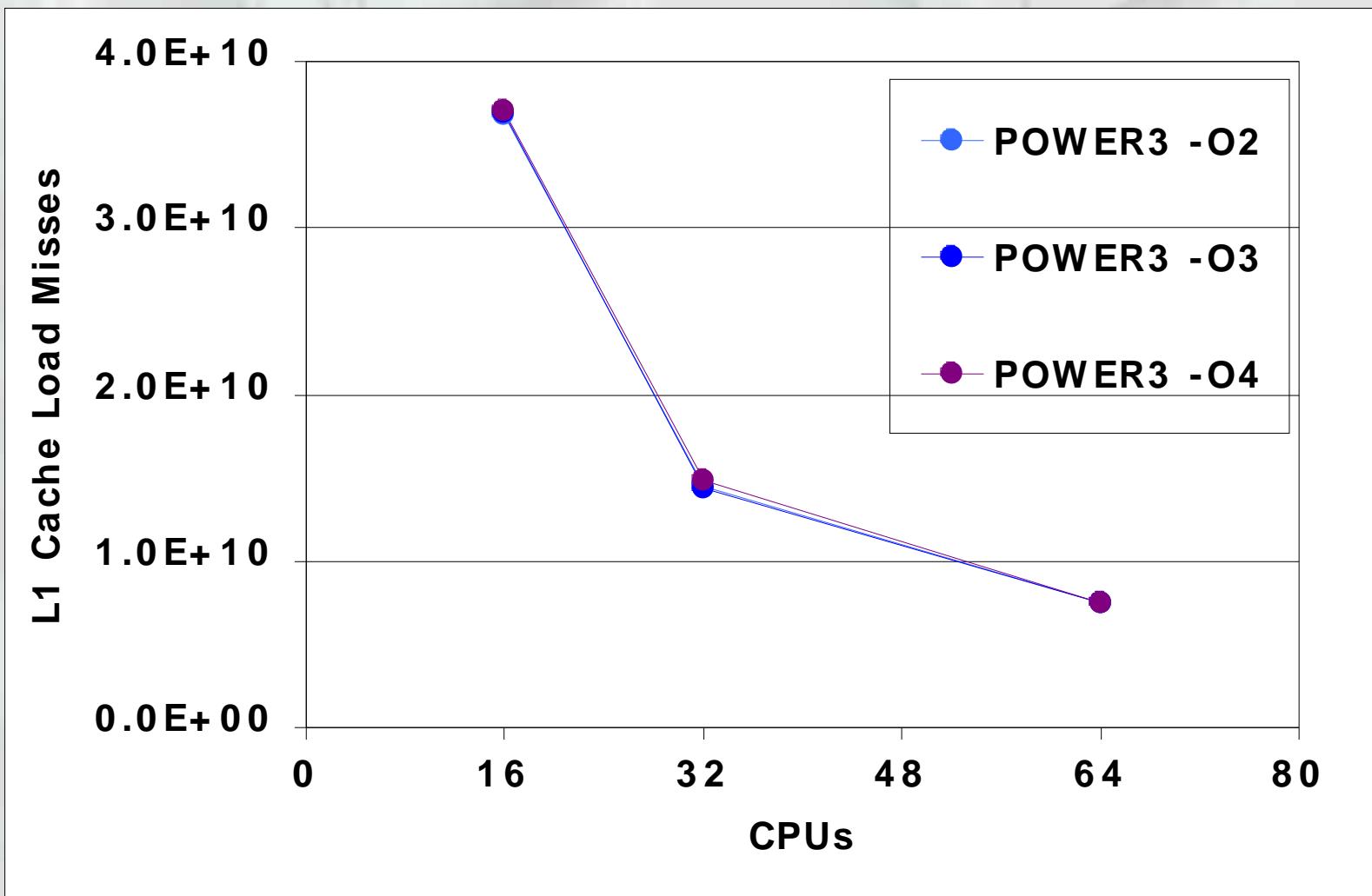
RFCTH FP Instructions (Average per Process)





ERDC CIVSIMS R&D

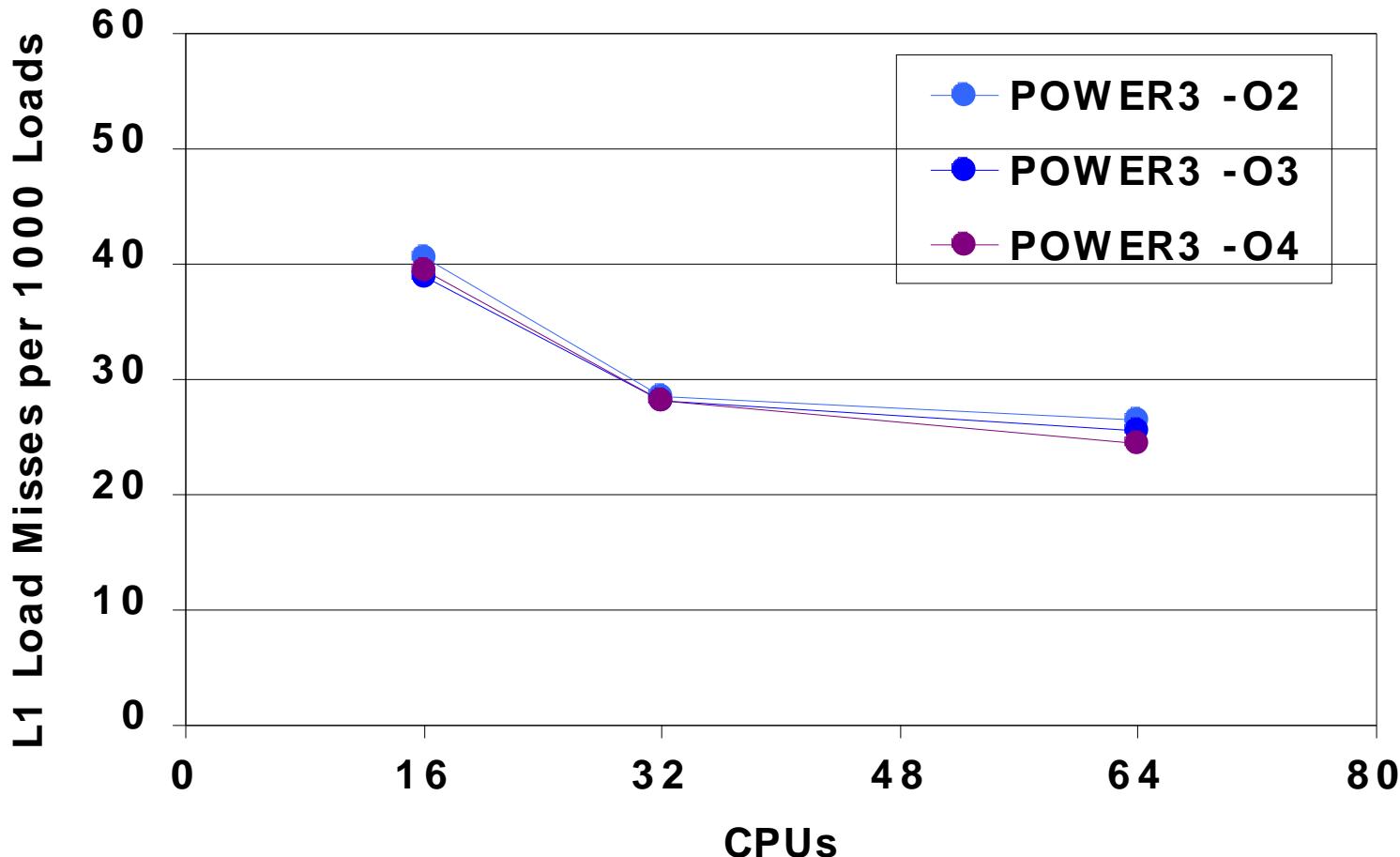
RFCTHL1 Load Misses (Average per Process)





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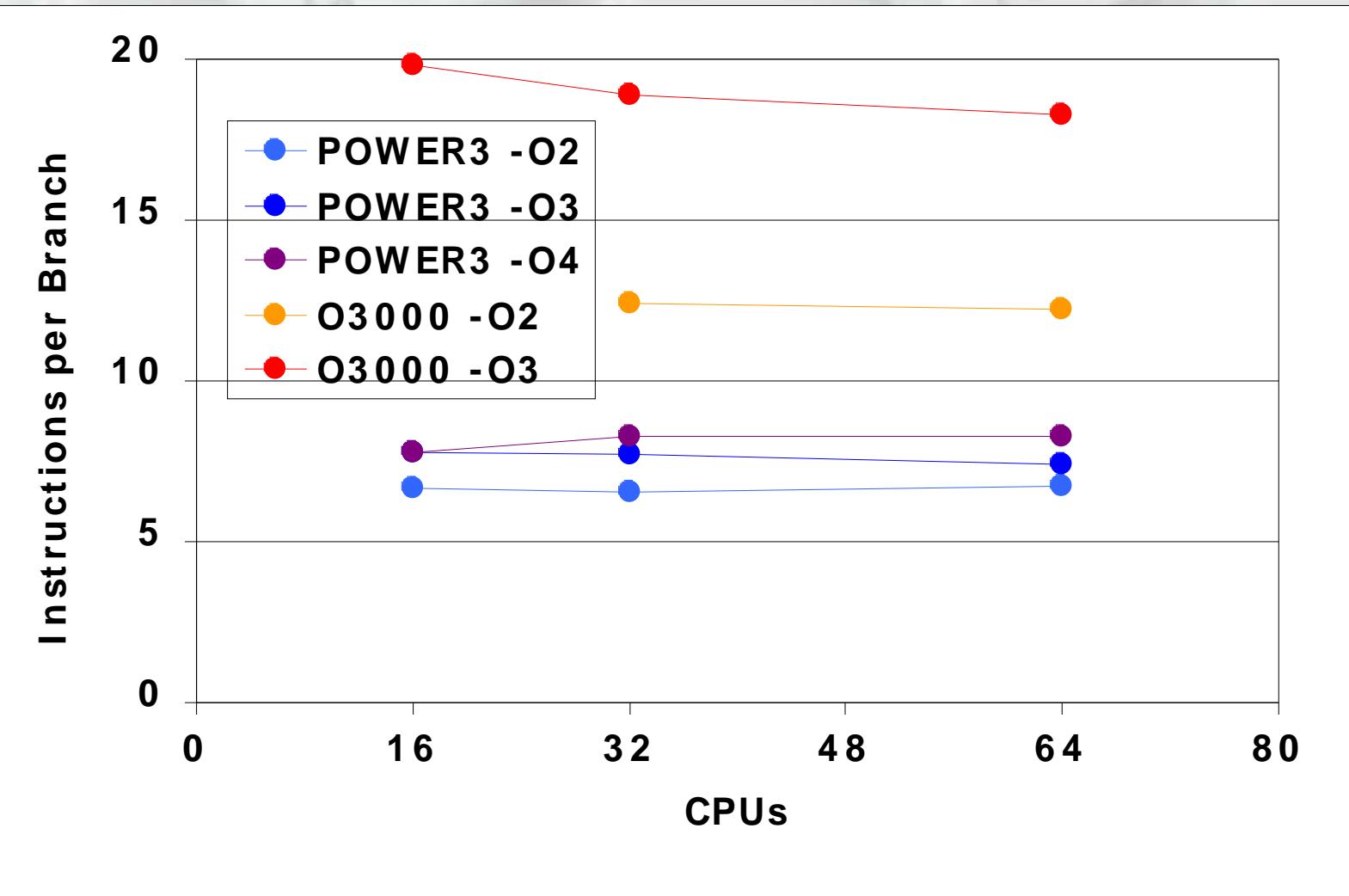
RFCTH L1 Load Misses per 1000 Loads (Average per Process)



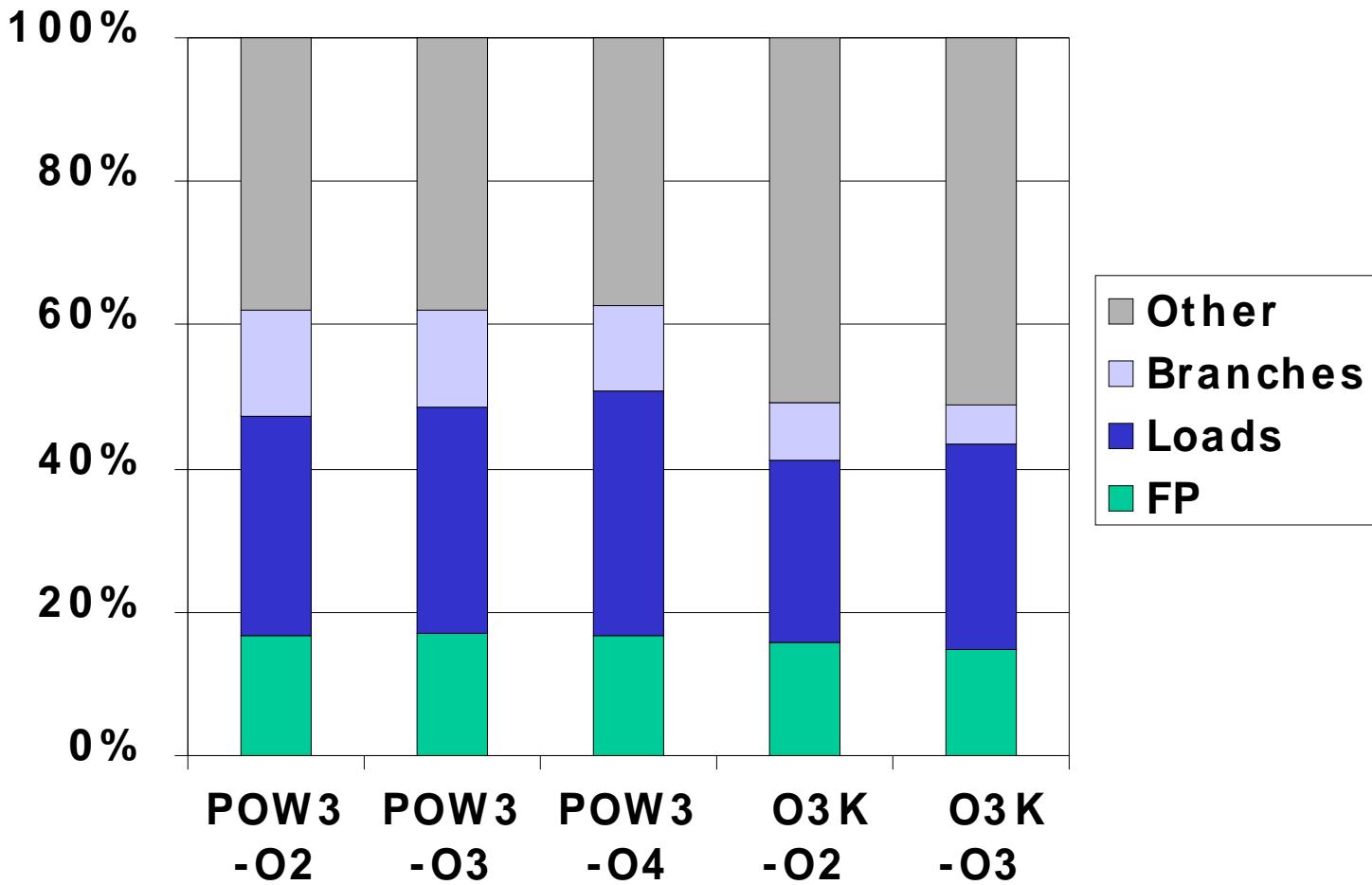


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RFCTH Instructions per Branch (Average per Process)



RFCTH Instruction Mix at 64 CPUs

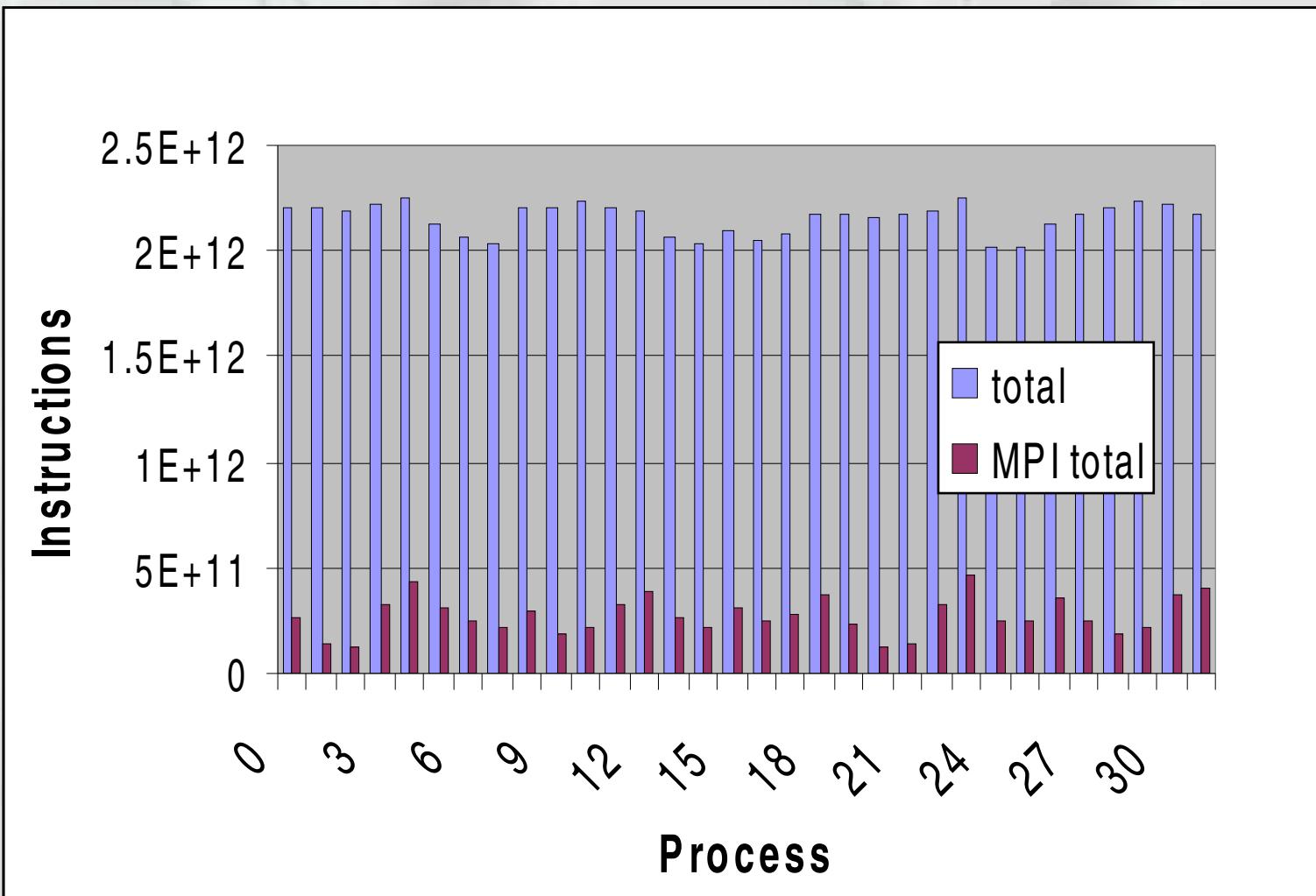


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RFCTH Instruction Count by Process

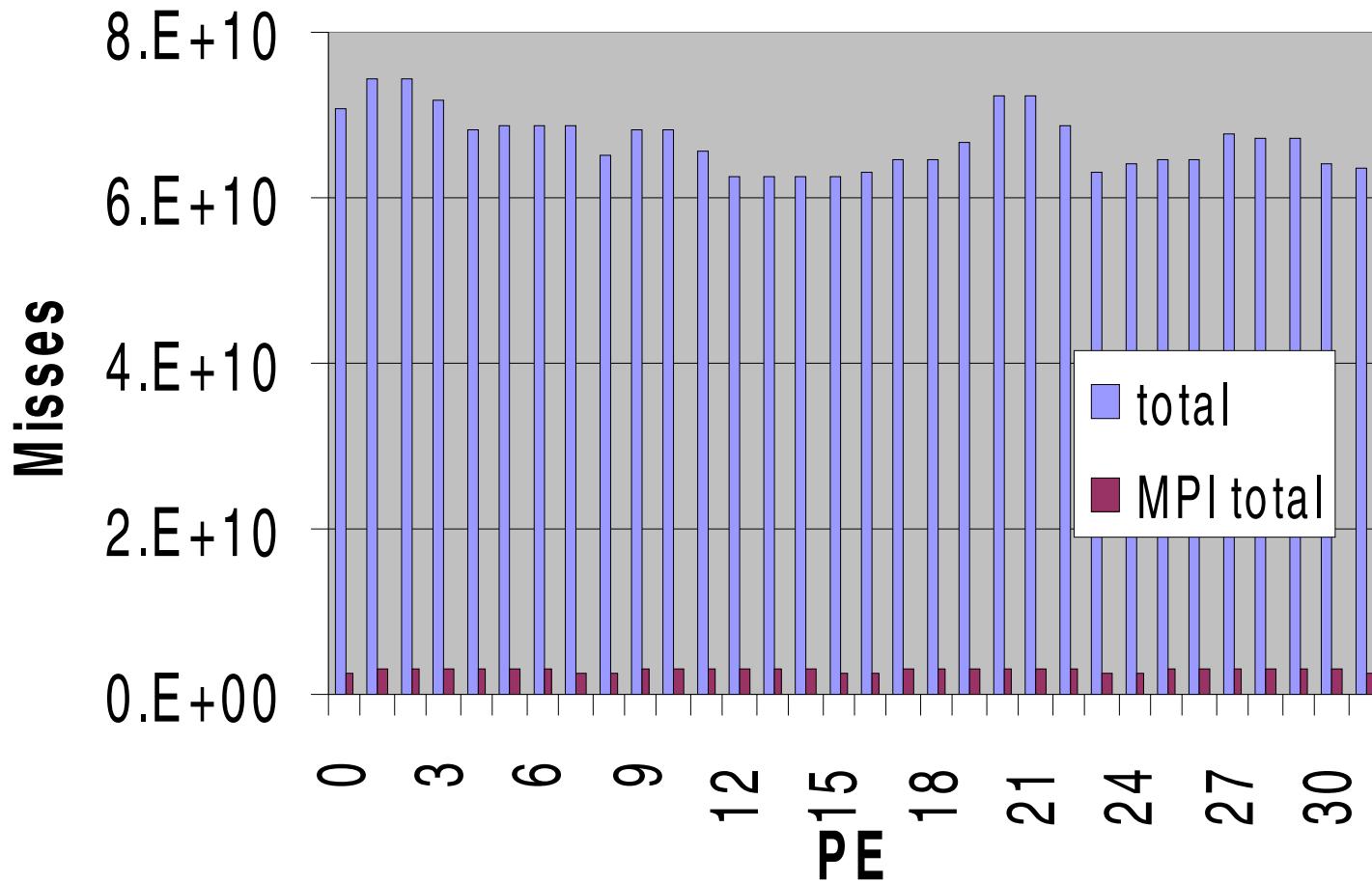


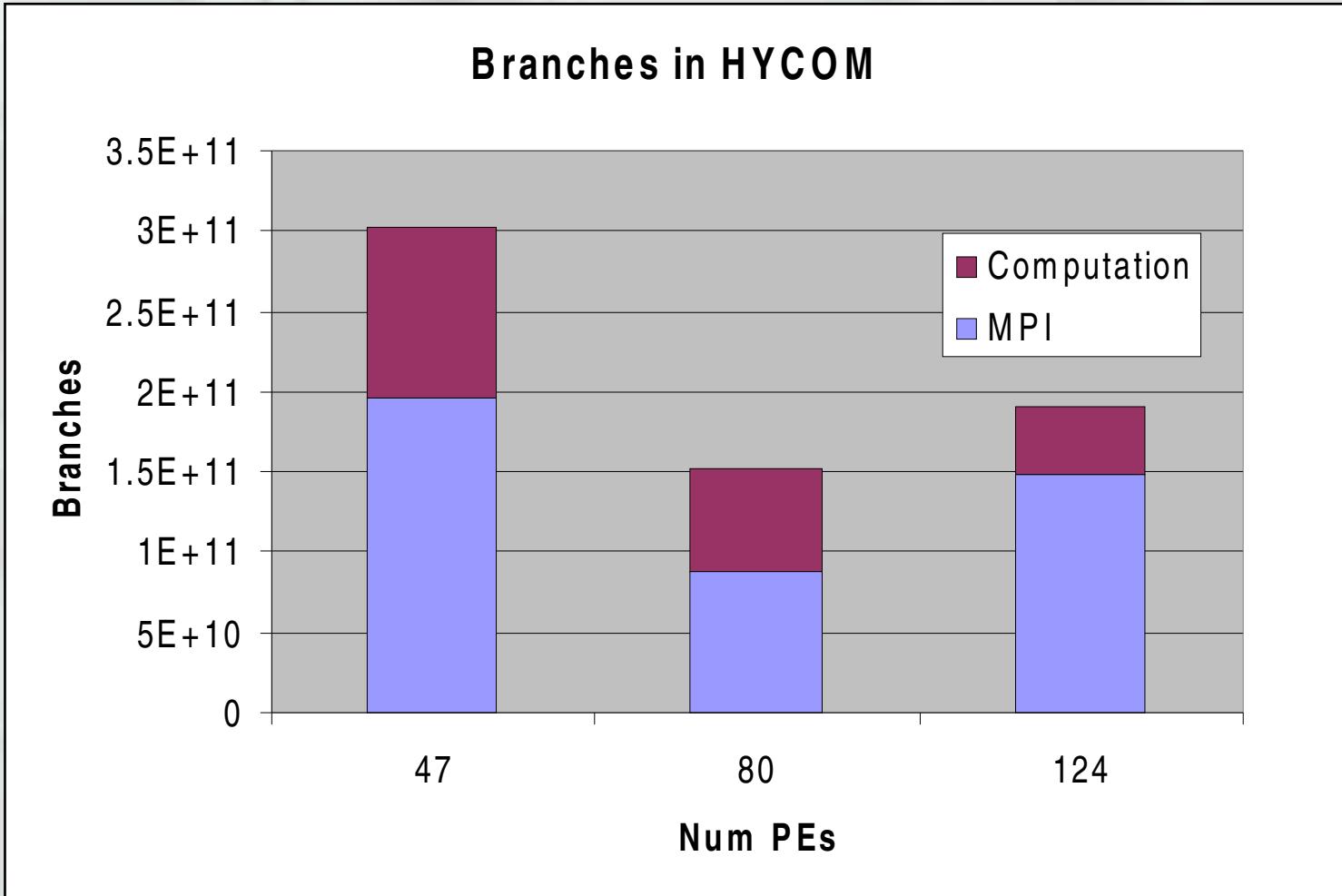


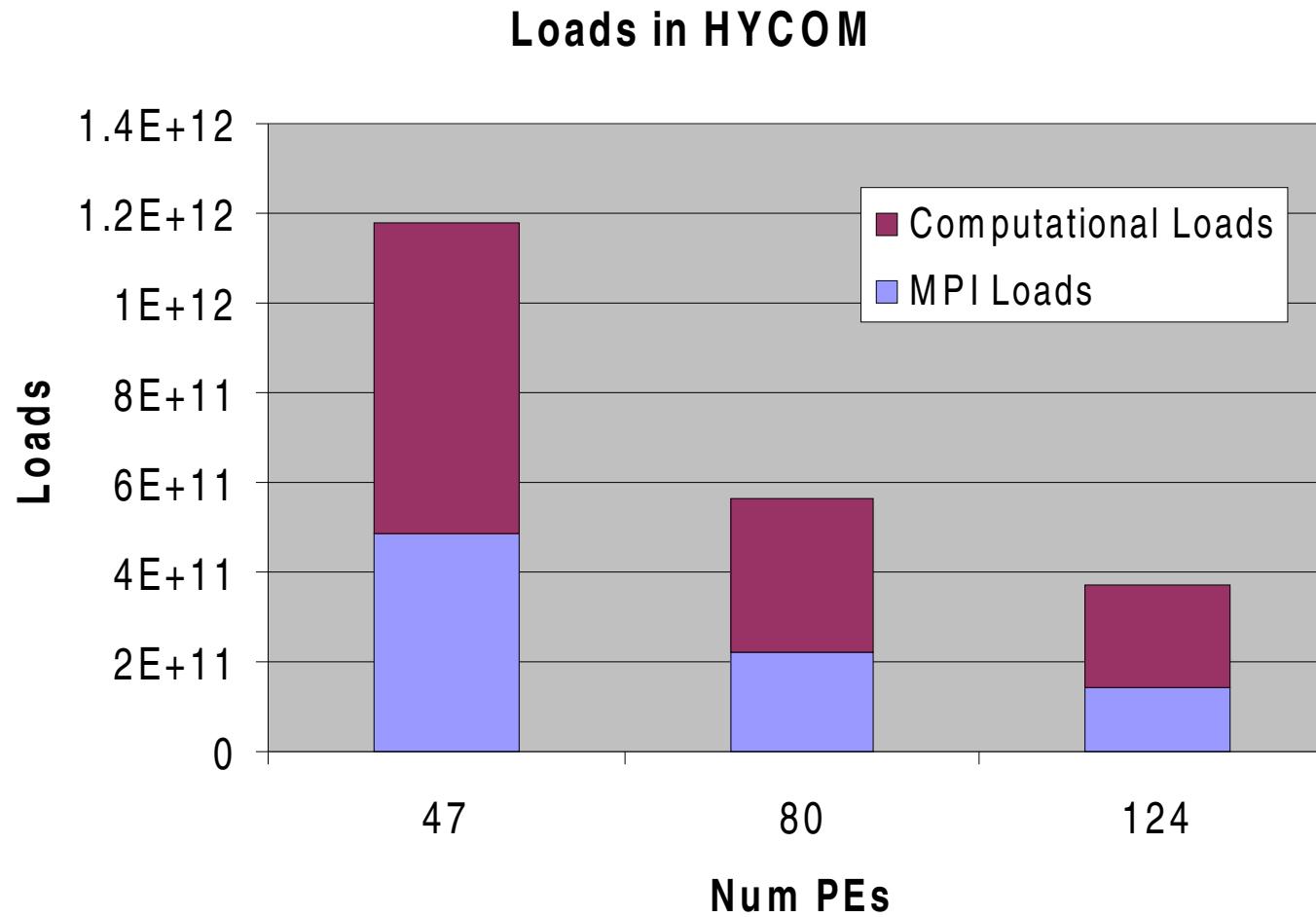
ERDC CIVSIMS R&D

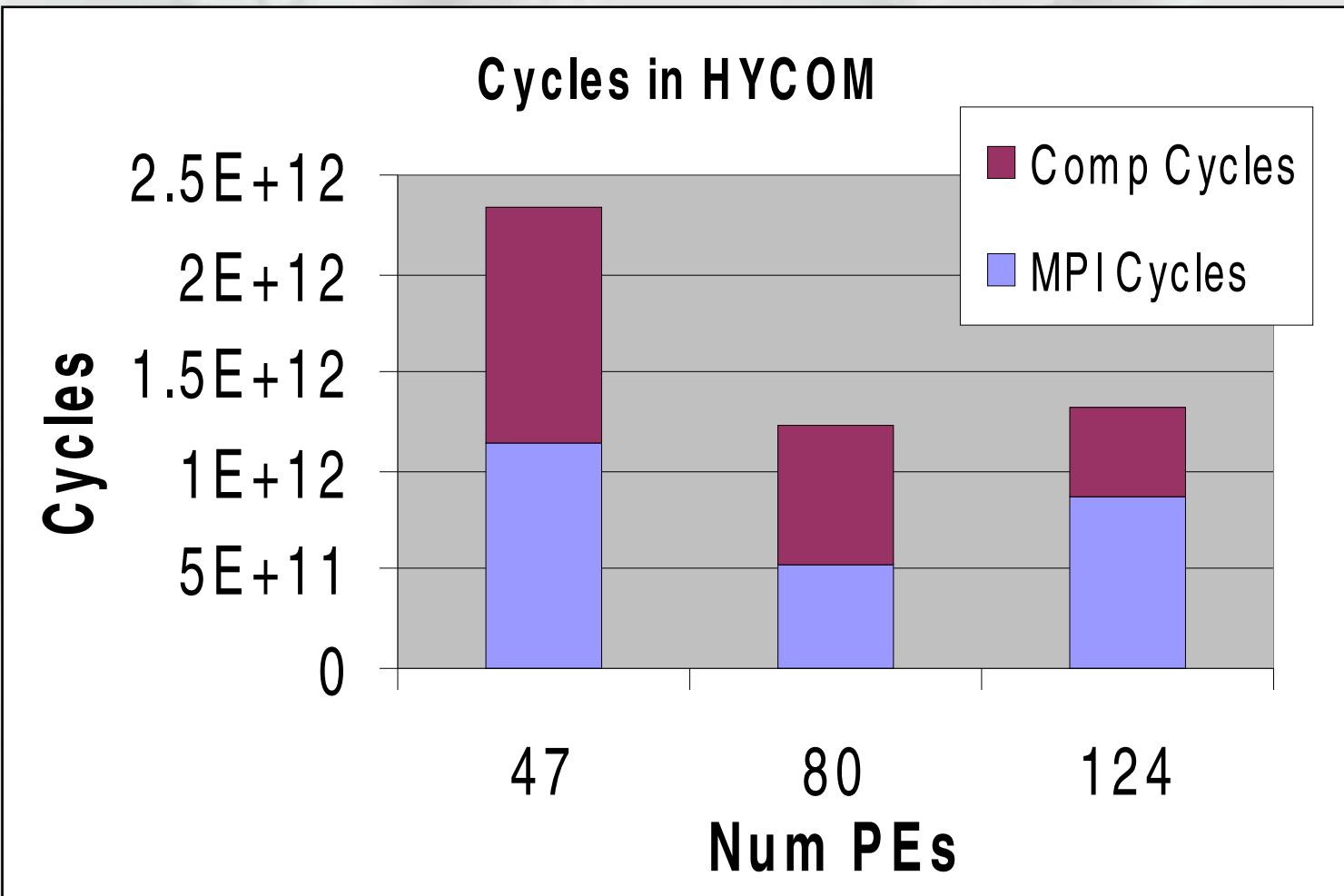
RFCTH Cache Misses

Data Cache Misses in RFCTH; O3900; -O3











Profiling Issues

- Vendors occasionally unable to tell us what's being counted
- 10-100% increase in runtime on the Q3K when MPI is instrumented
- Slight speedup on POWER3 when PAPI is used
- Different vendors count different events



Profiling Issues (continued)

- Data management – amount of data is large and growing; had to create a data base to hold it
- Data gathering environment – production environment, not dedicated, so run-to-run variation
- Need to quantify effects of each source of variation



Acknowledgements

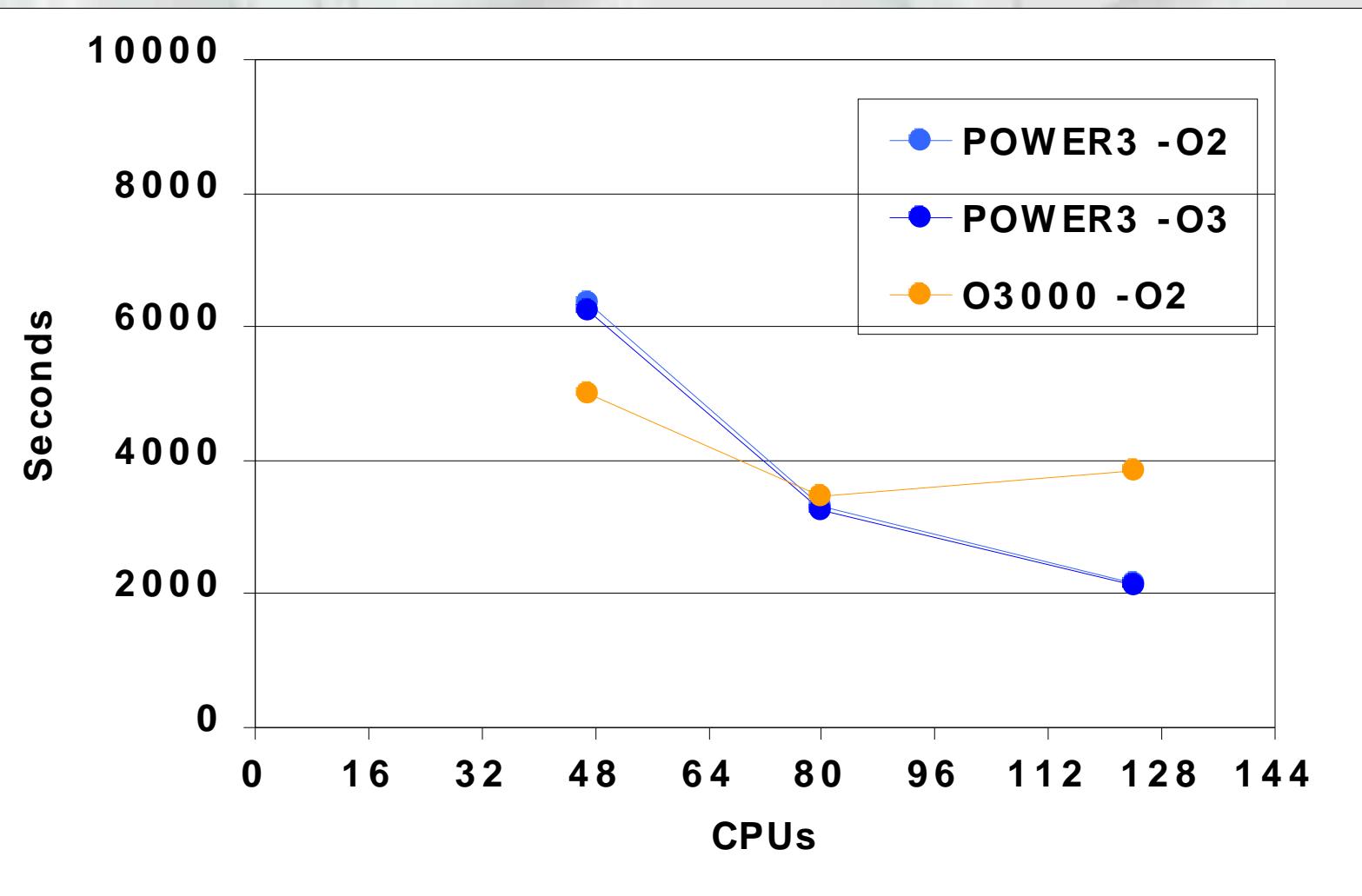
- Computational Science & Engineering Group gathered this data
 - Bob Alter
 - Paul Bennett
 - Sam Cable
 - Carrie Leach
 - Tom Oppe





ERDC CIVSIMS R&D

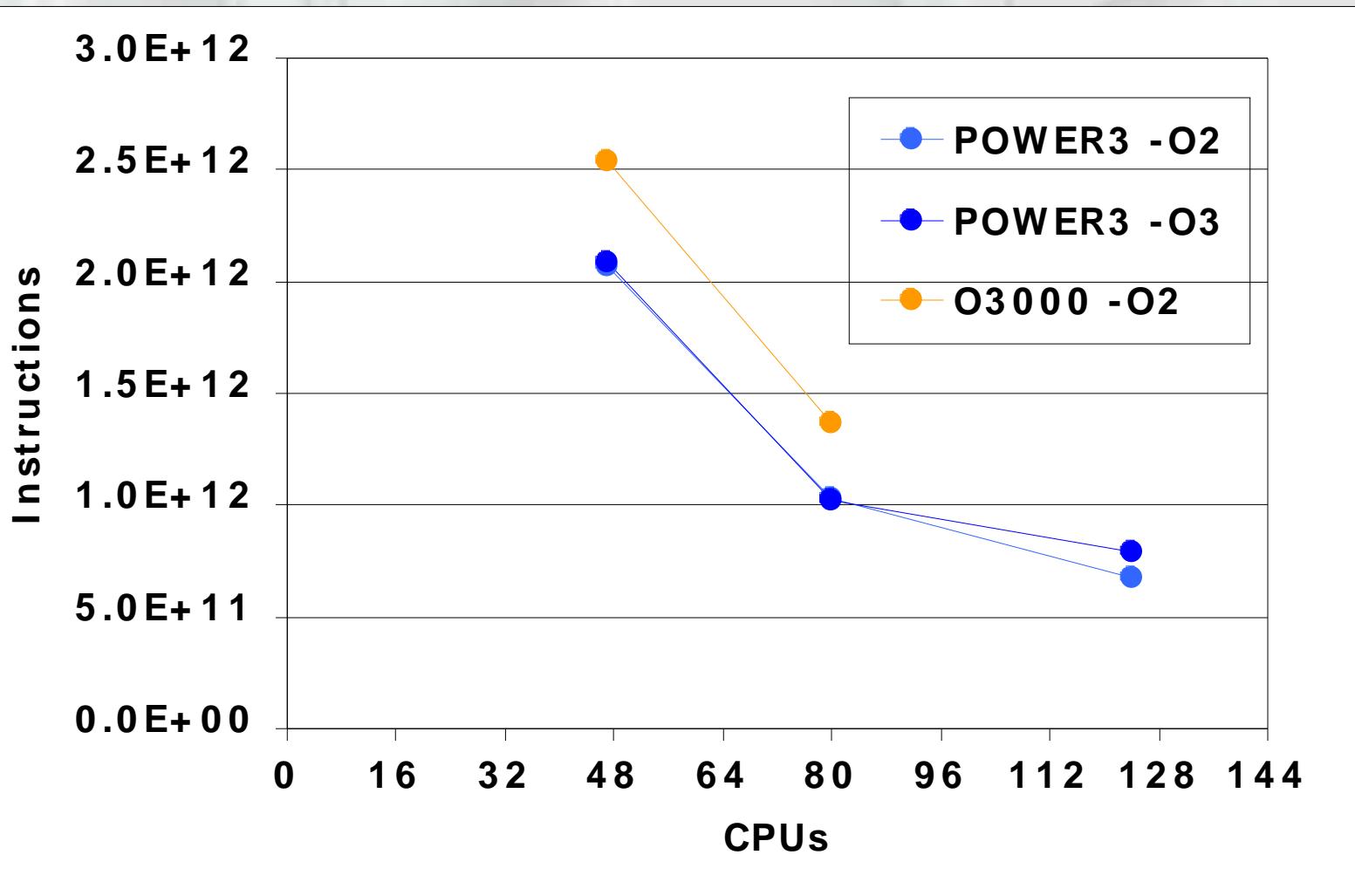
HYCOM Wall Time (Average per Process)





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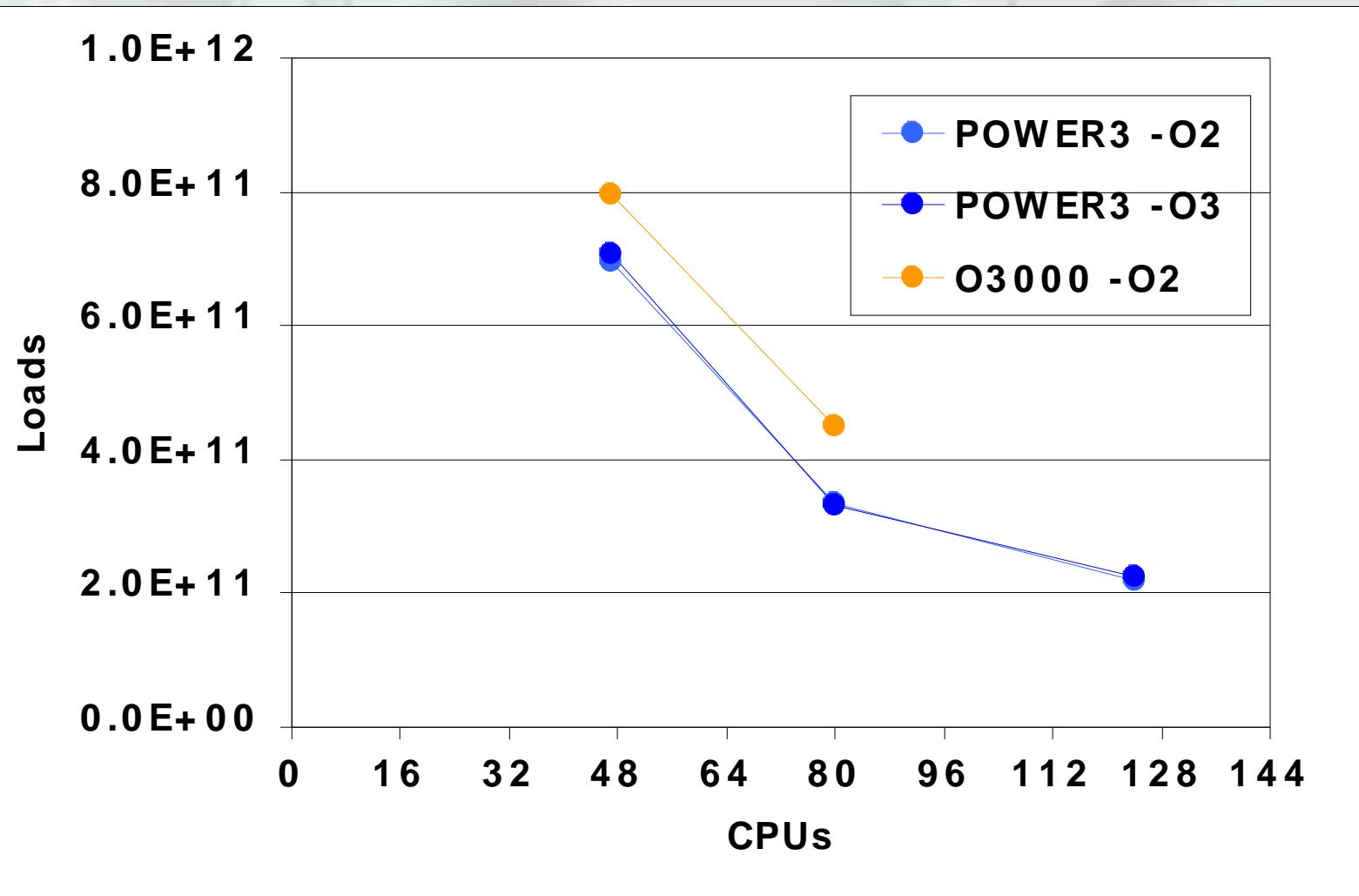
HYCOM Instruction Count (Average per Process)





ERDC CIVSIMS R&D

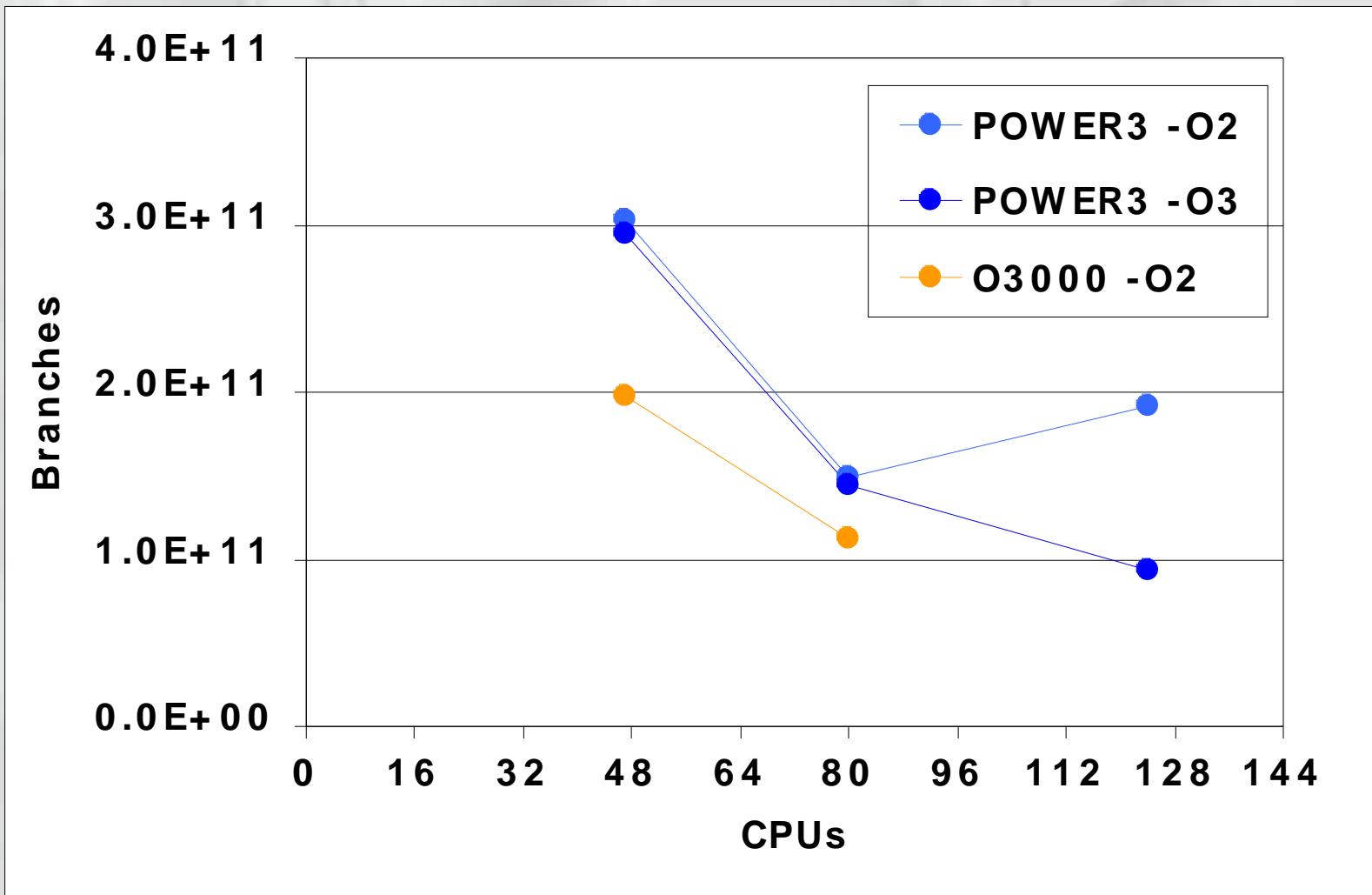
HYCOM Loads Performed (Average per Process)



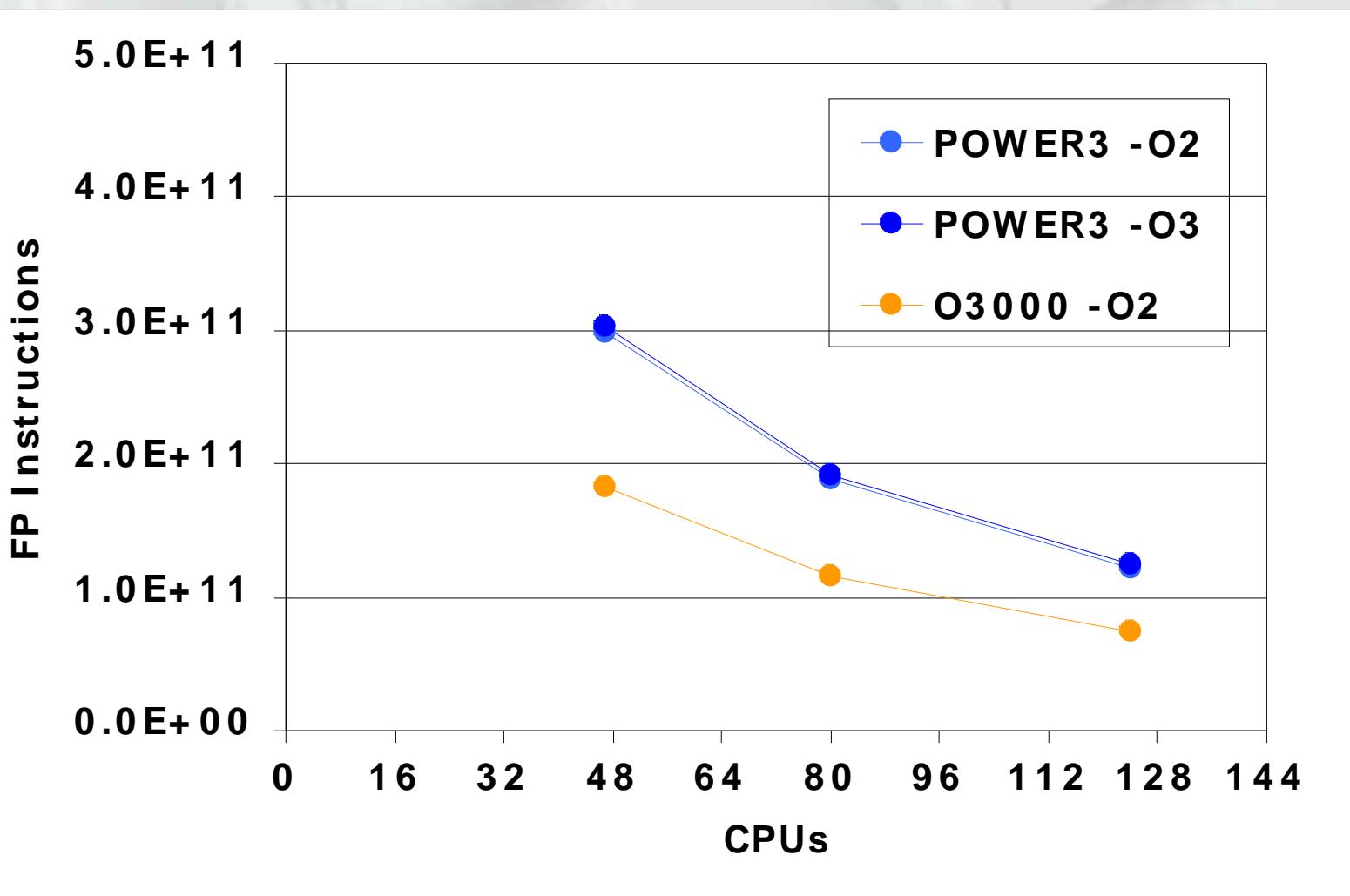


ERDC CIVSIMS R&D

HYCOM Branches Performed (Average per Process)



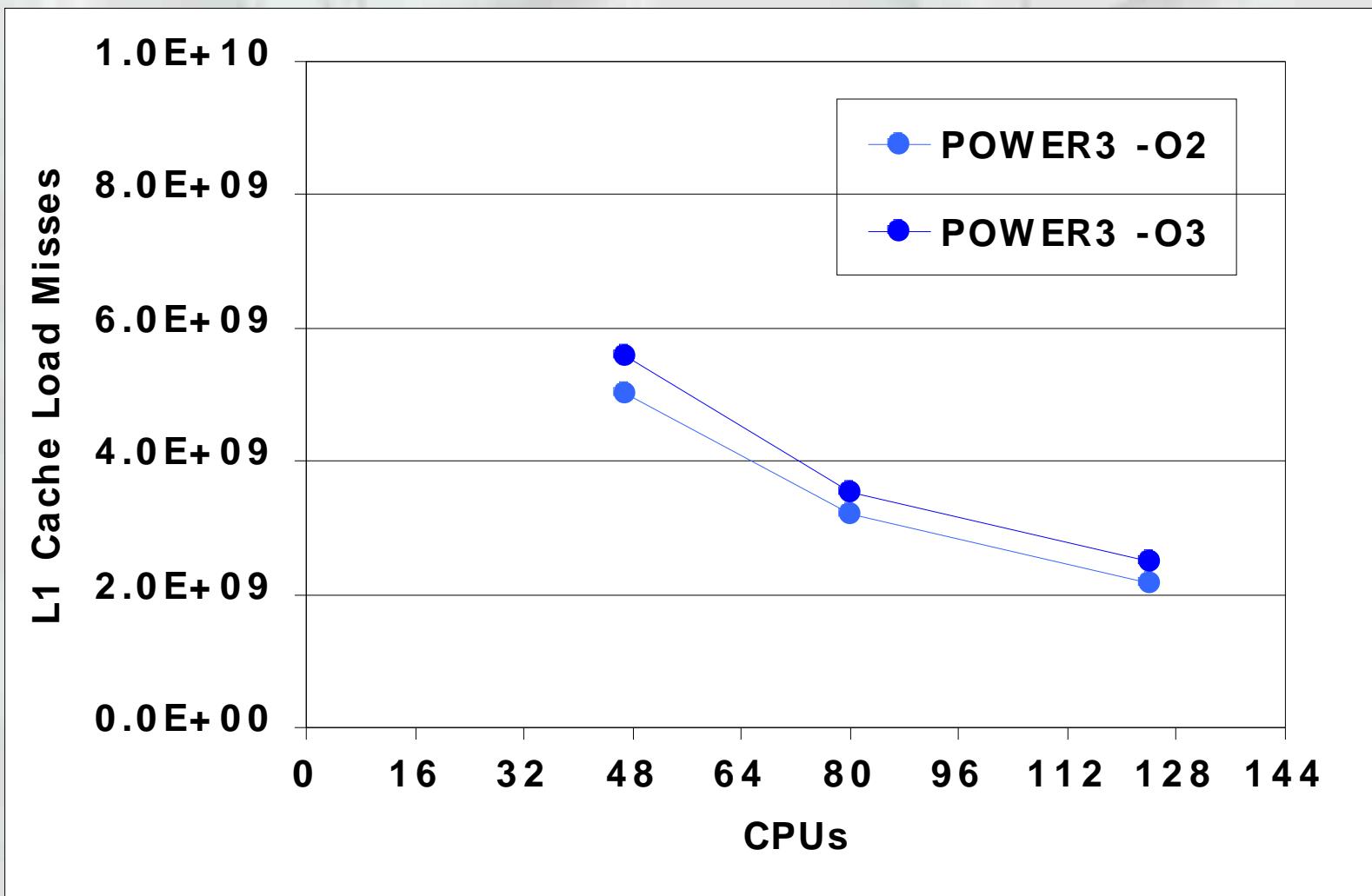
HYCOM FP Instructions (Average per Process)





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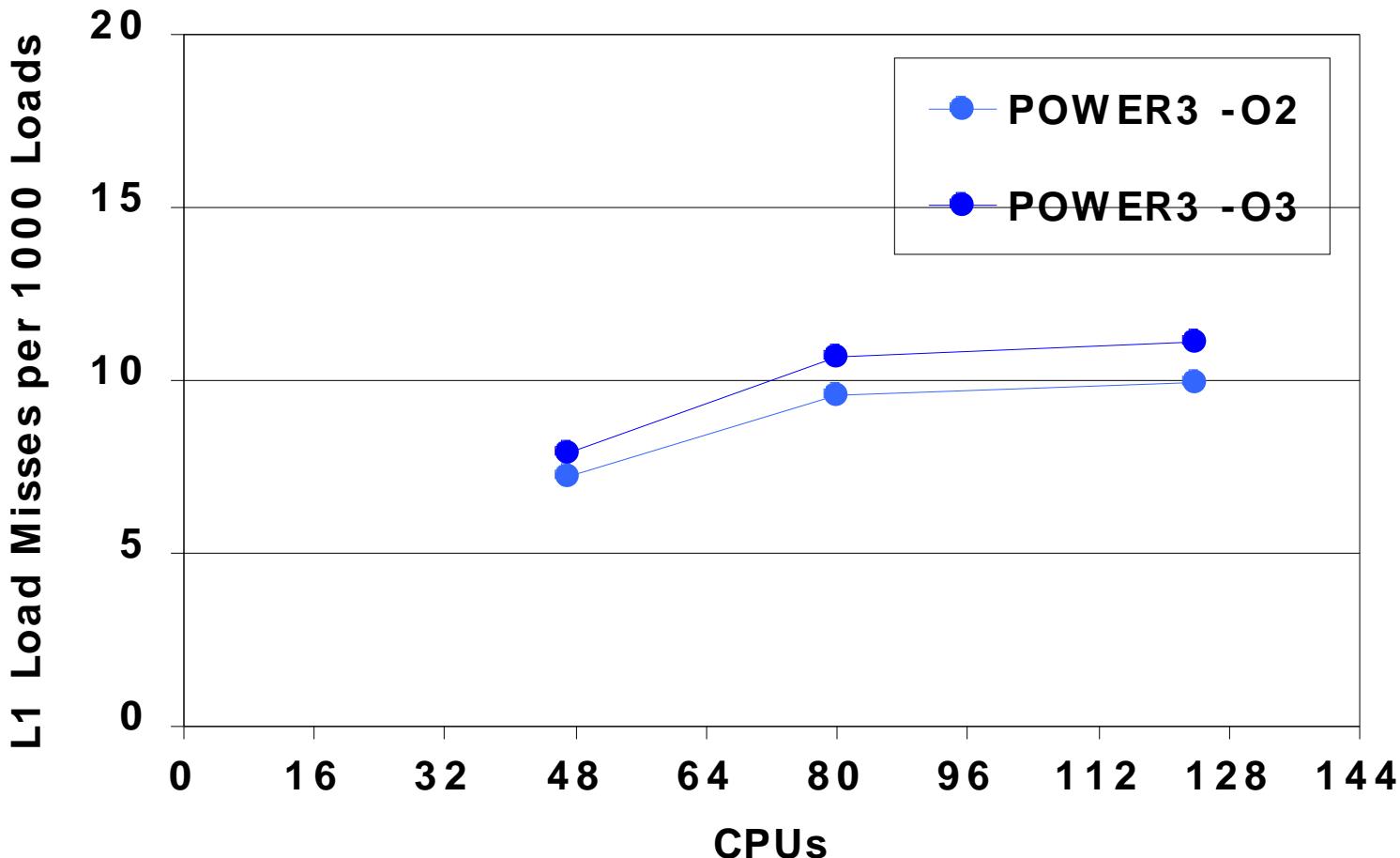
HYCOM L1 Load Misses (Average per Process)





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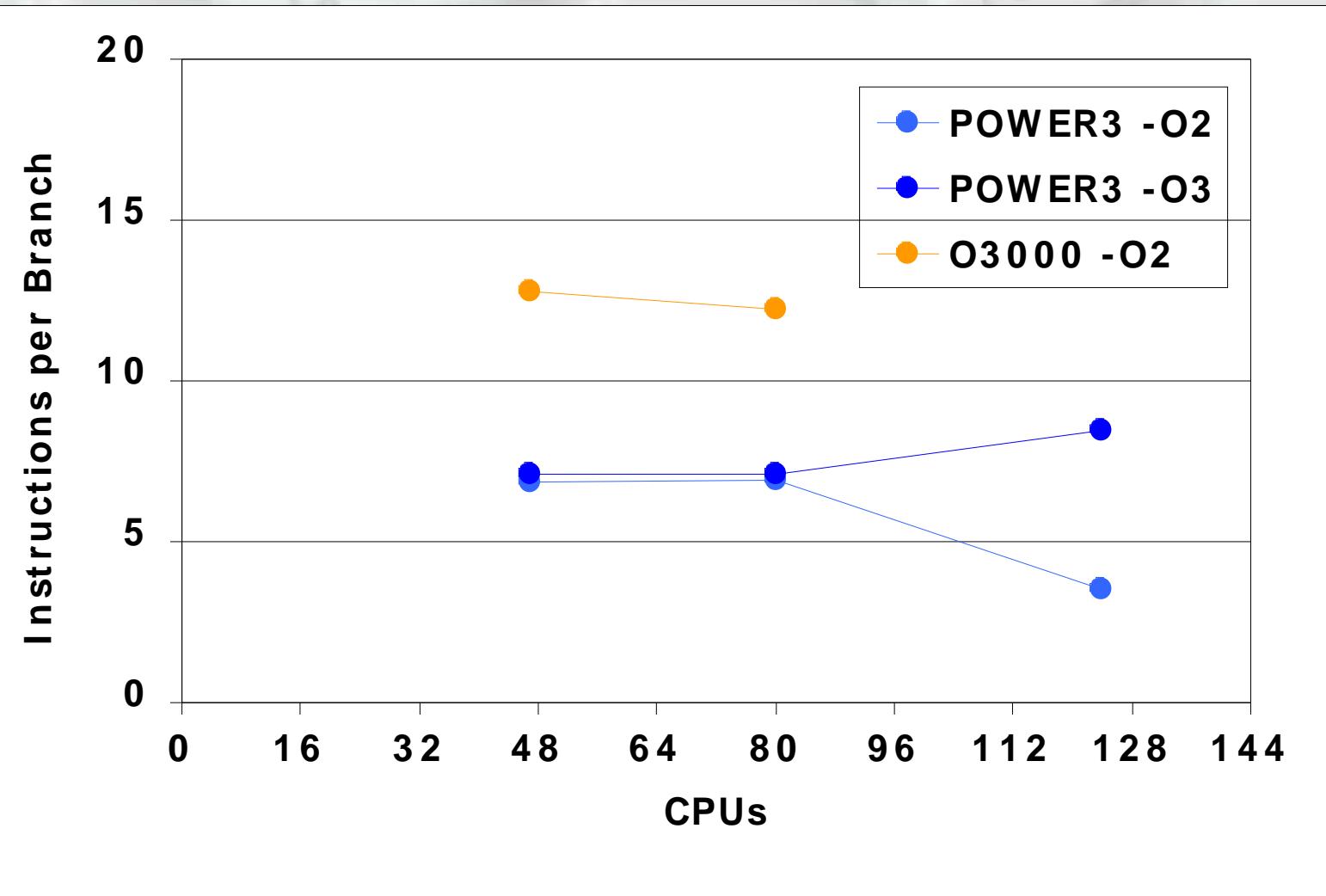
HYCOM L1 Load Misses per 1000 Loads (Average per Process)





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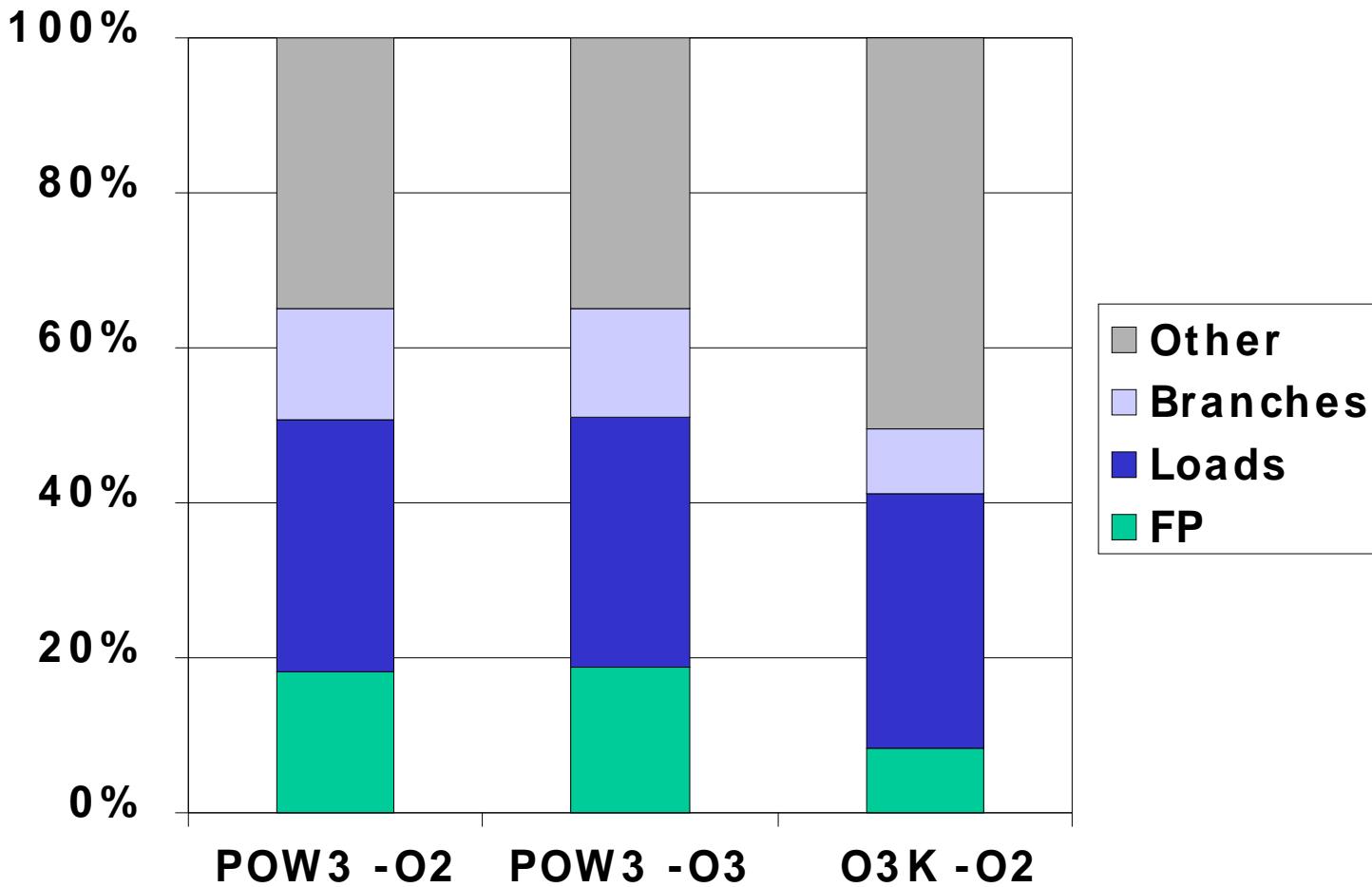
HYCOM Instructions per Branch (Average per Process)





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HYCOM Instruction Mix at 80 CPUs



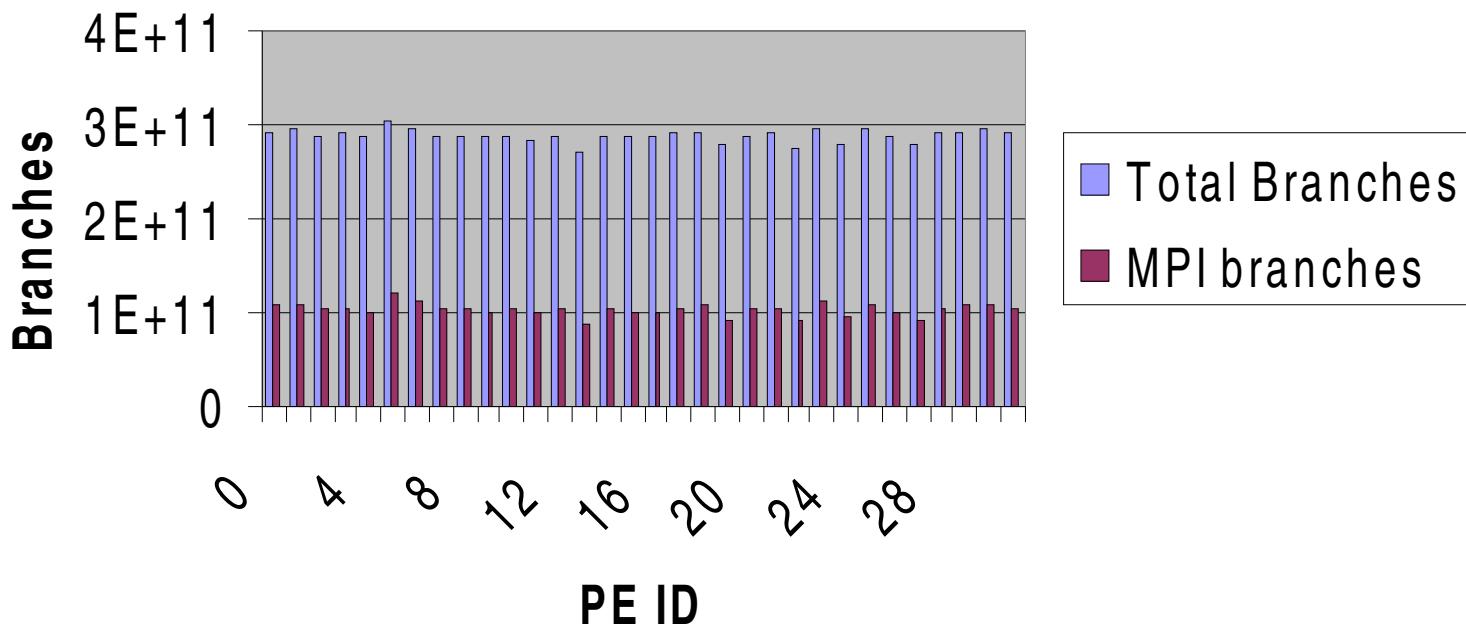


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Extras

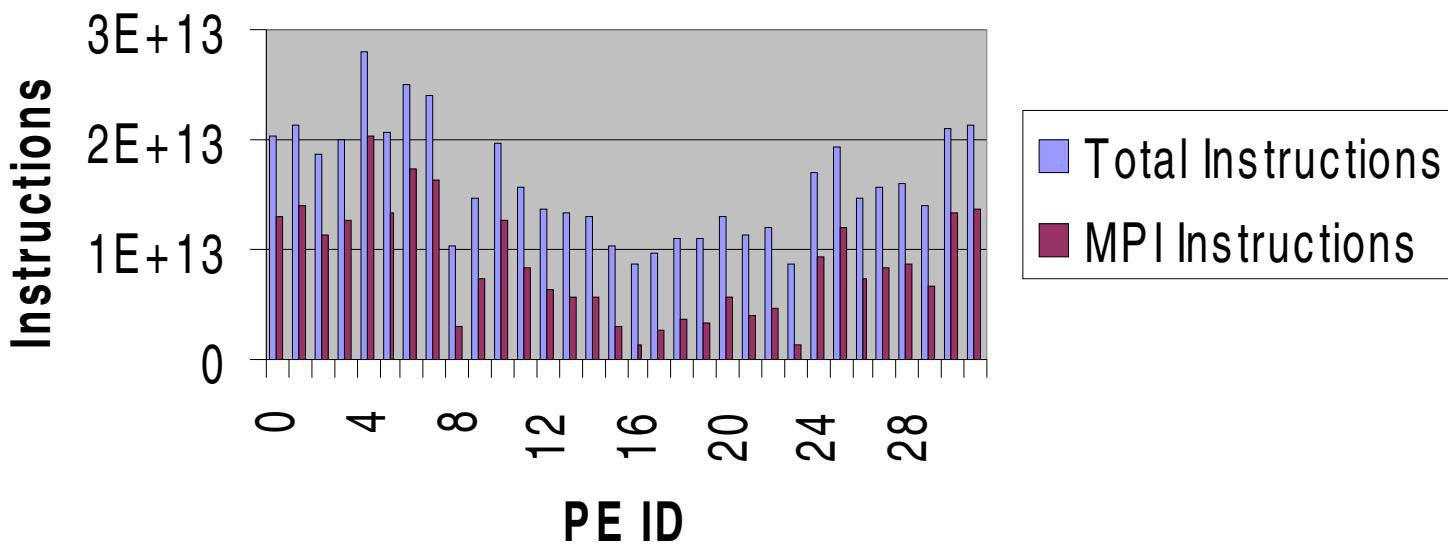


Branches in COBALT; 32 PEs on a P3 w/ O3 optimization



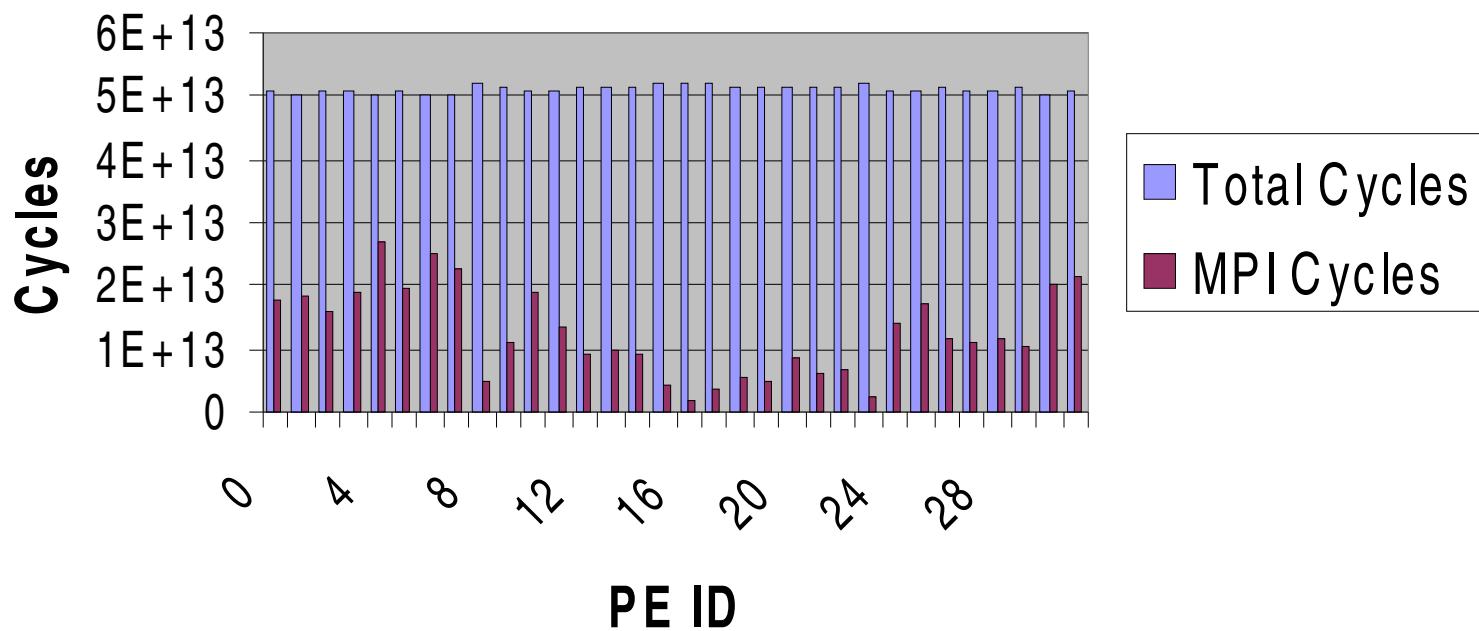


Instructions in COBALT; 32 PEs on P3 at O3 optimization



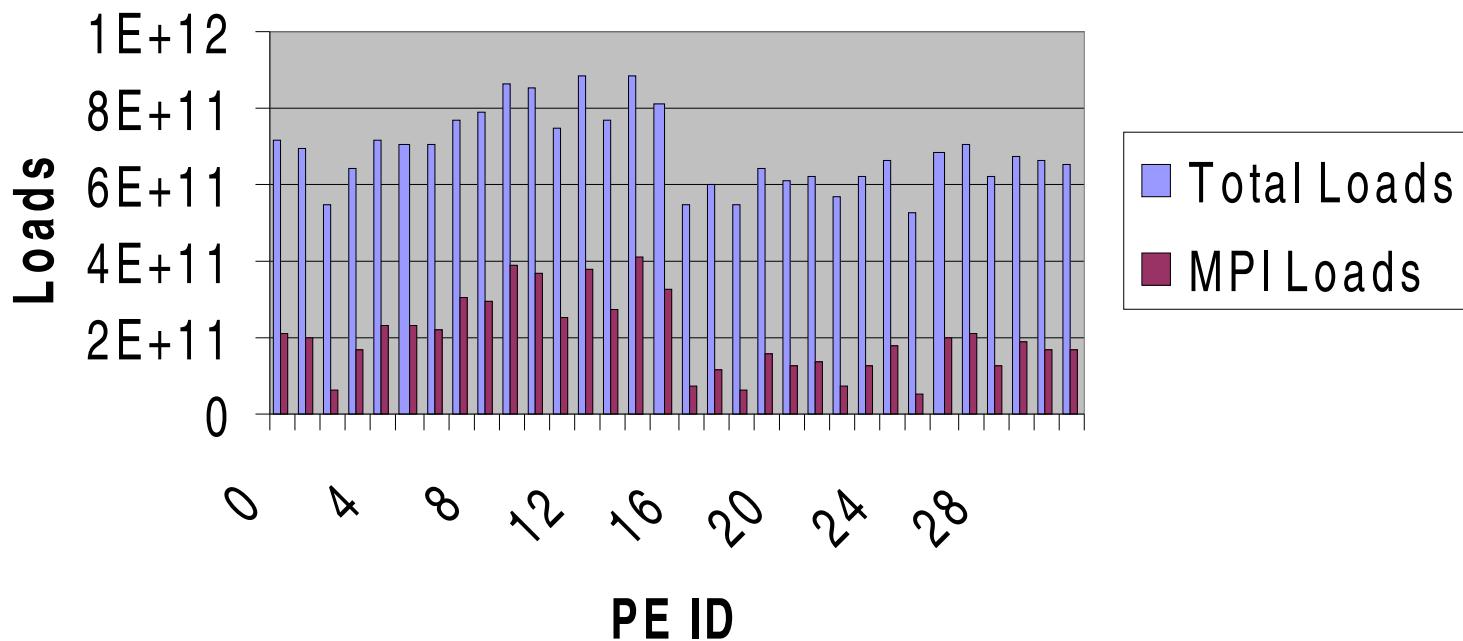


Cycles in COBALT; 32 PEs on P3 at O3 Optimization



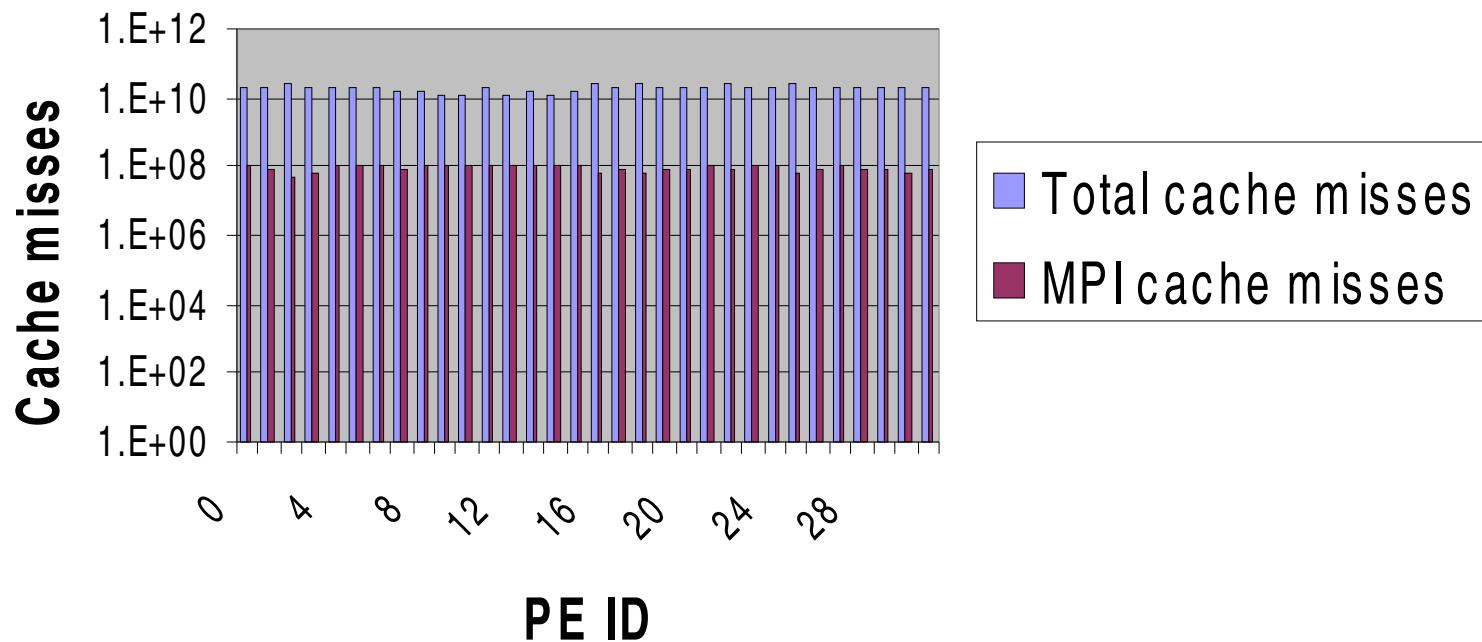


Loads in COBALT; run on 32 PEs on P3 at O3 Optimization

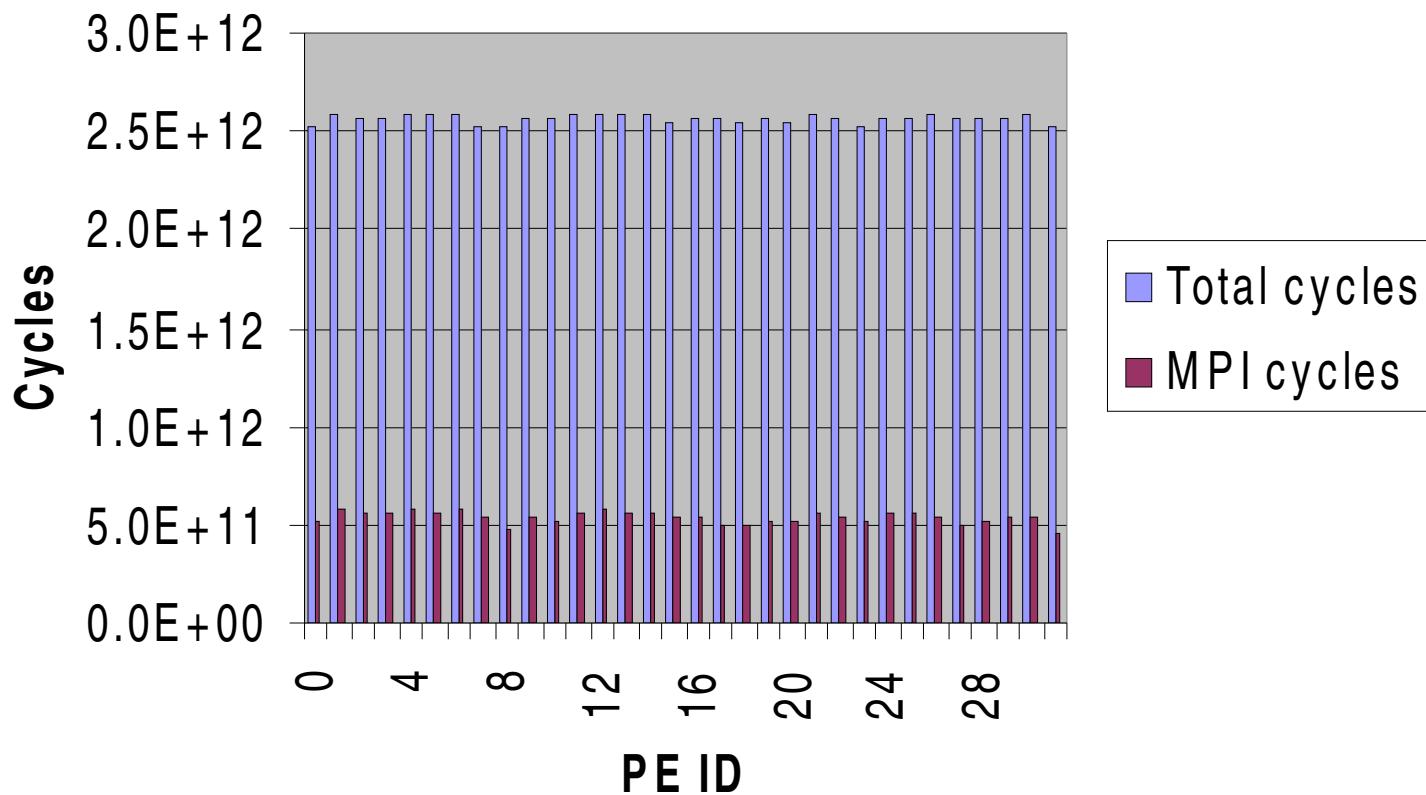




Cache misses in COBALT; Run on 32 PEs on P3 at optimization O3

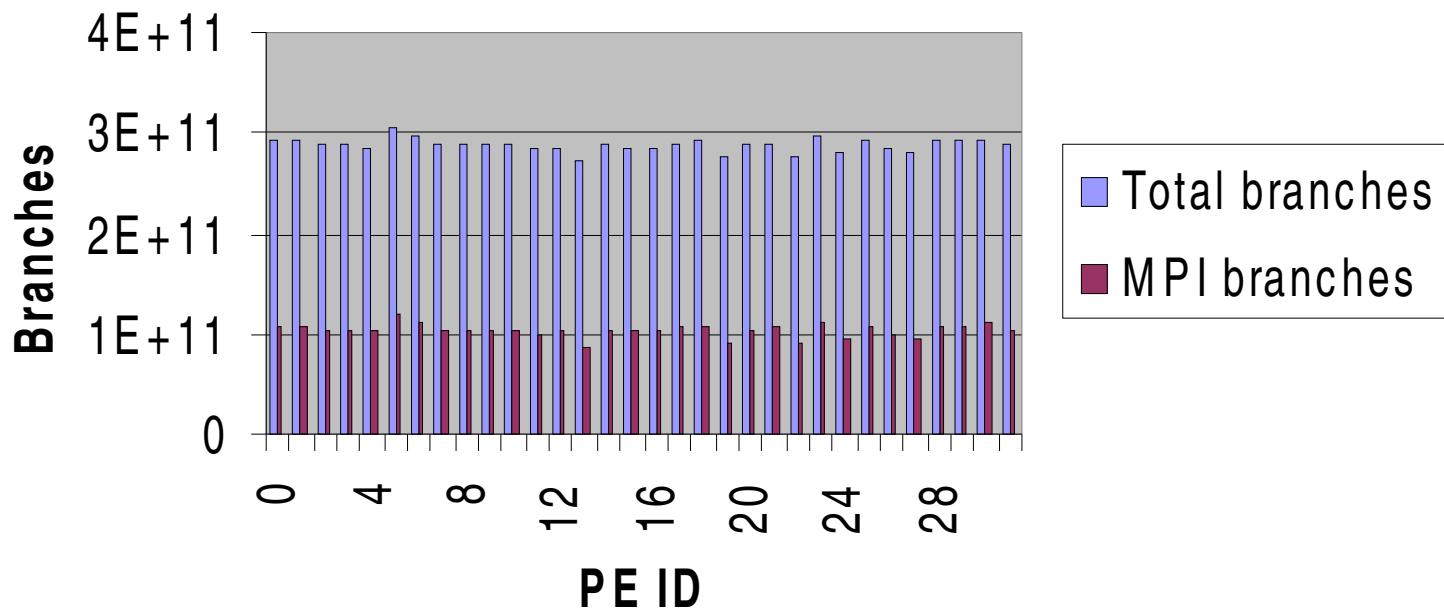


Cycles in OOCORE; RUN on 32 OEs on P3 at Optimization O3

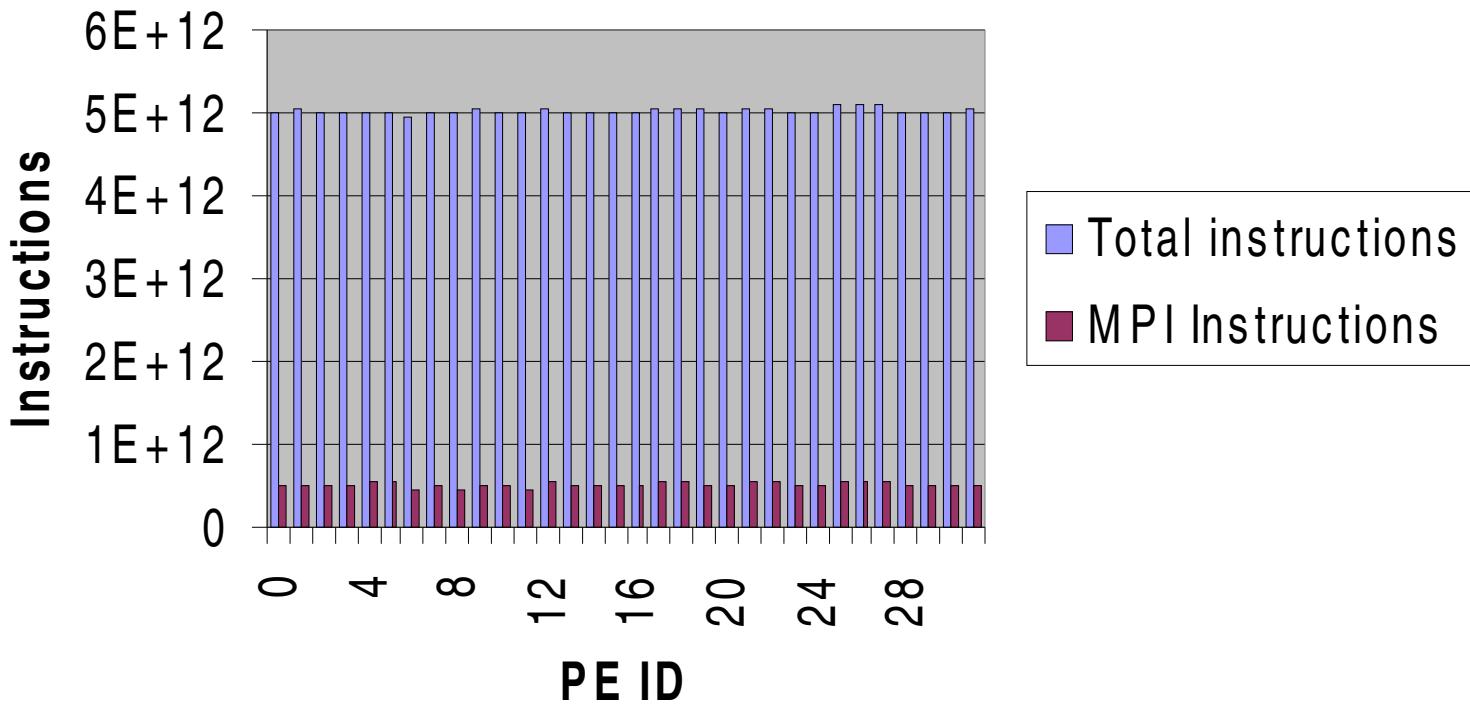




Branches in OOCORE; Run on 32PEs on P3 at Optimization O3



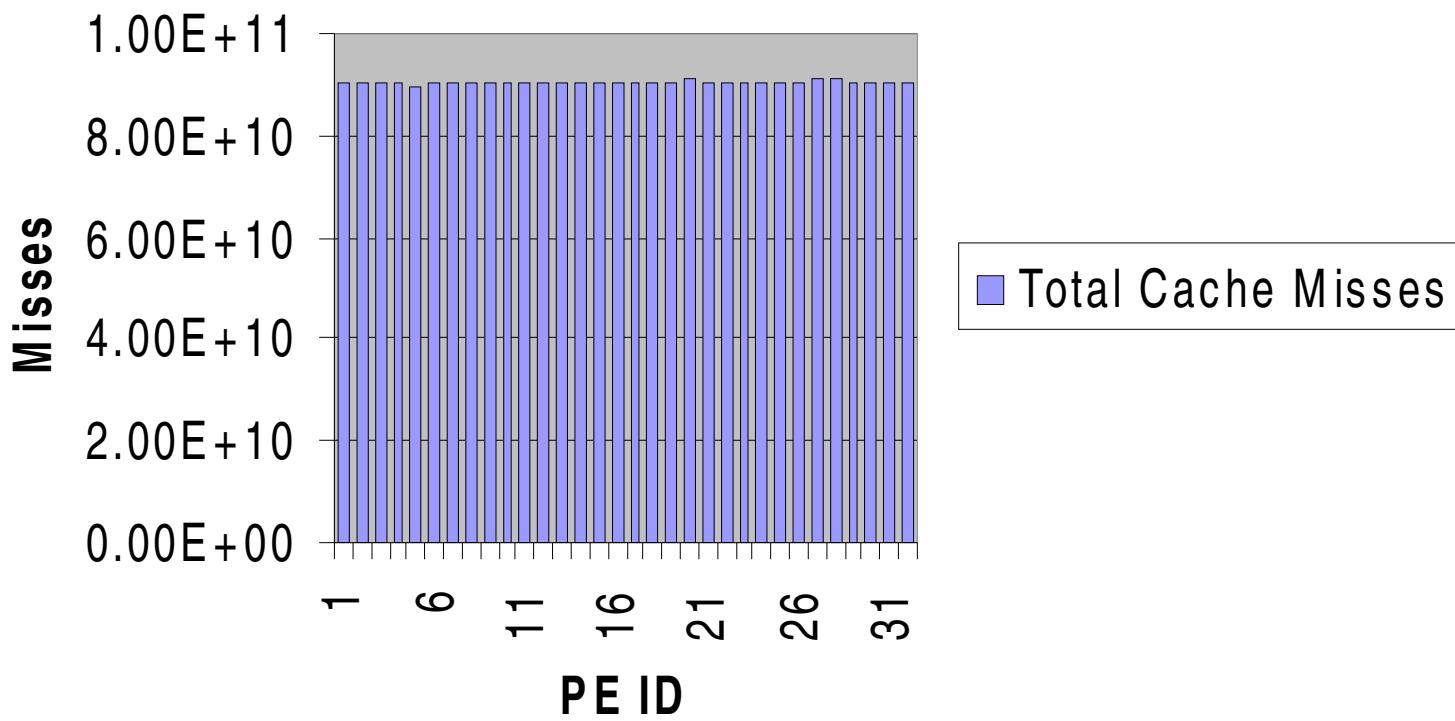
Instructions in OOCORE; Run on 32 PEs on P3 at Optimization O3





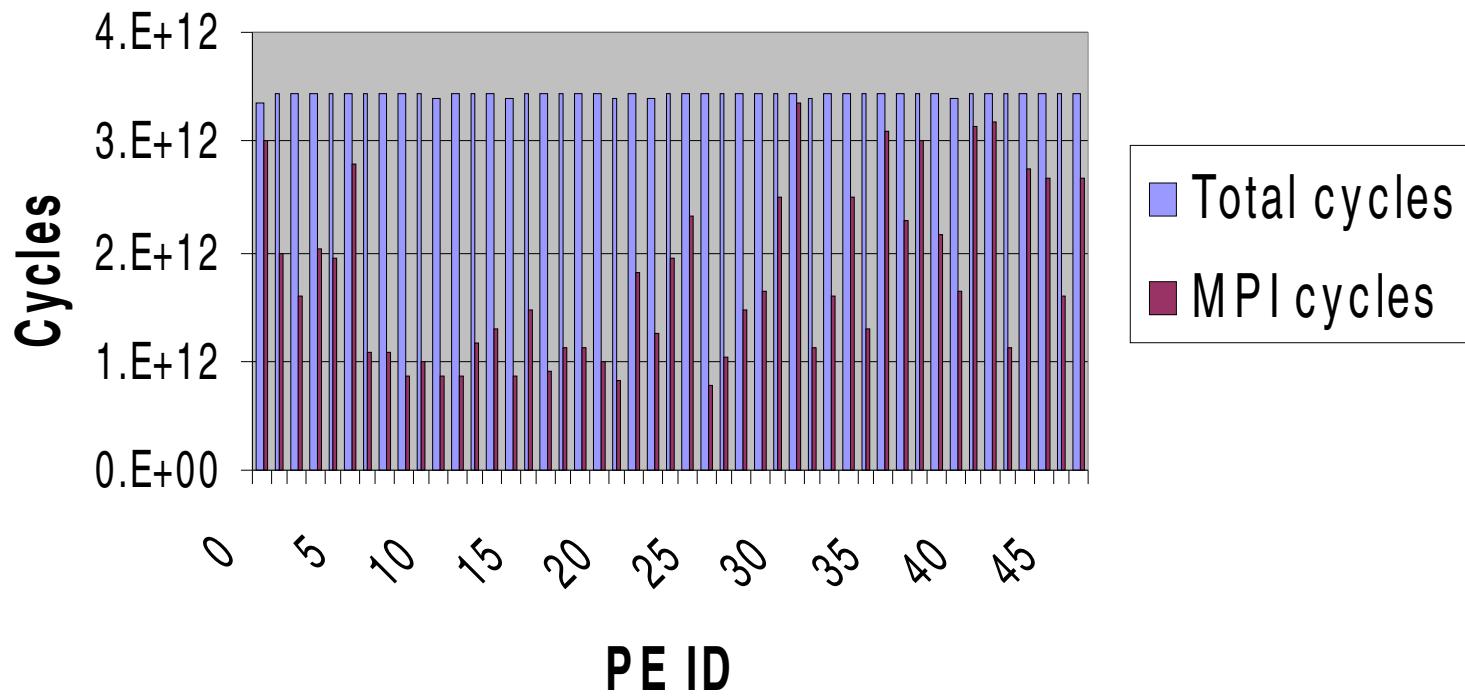
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Cache Misses in OOCORE; RUN on 32 PEs on P3 at Optimization O3



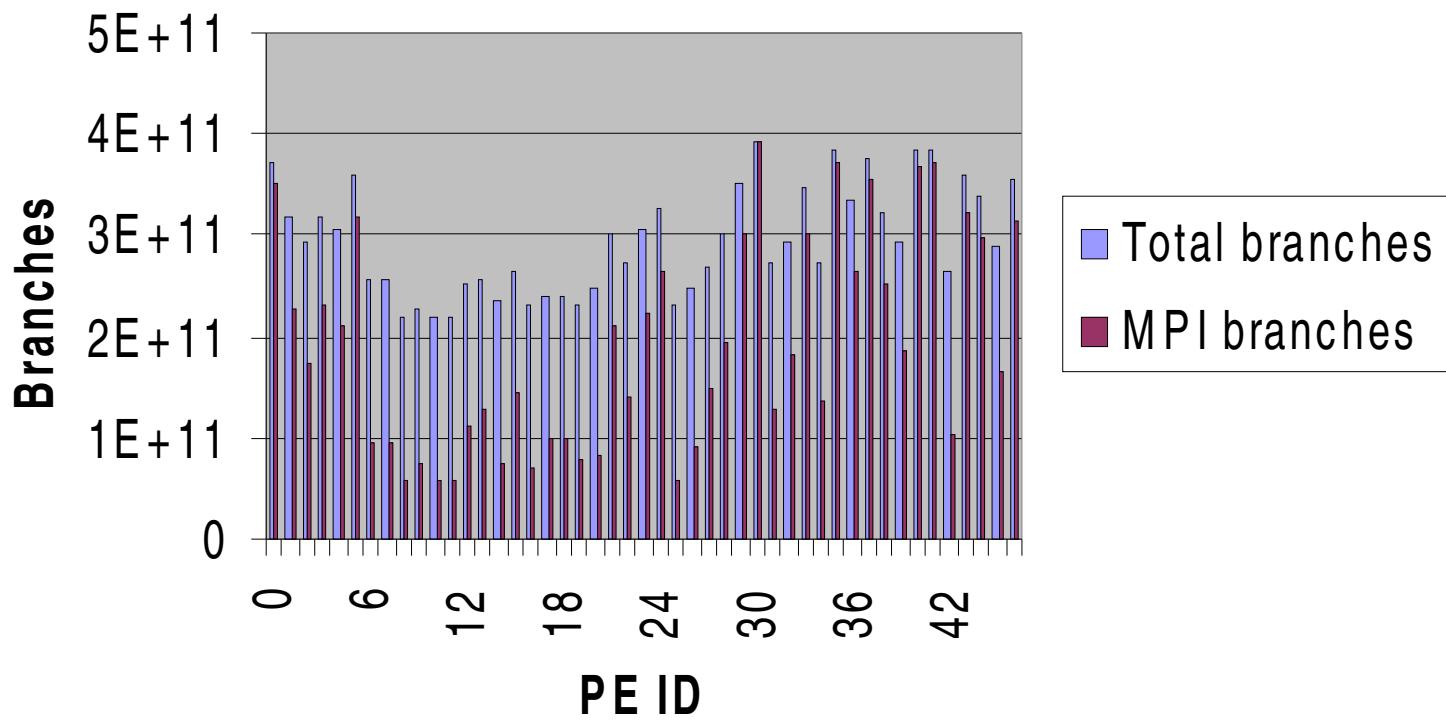


Cycles in HYCOM; Run on 47 PEs on P3 at Optimization O3



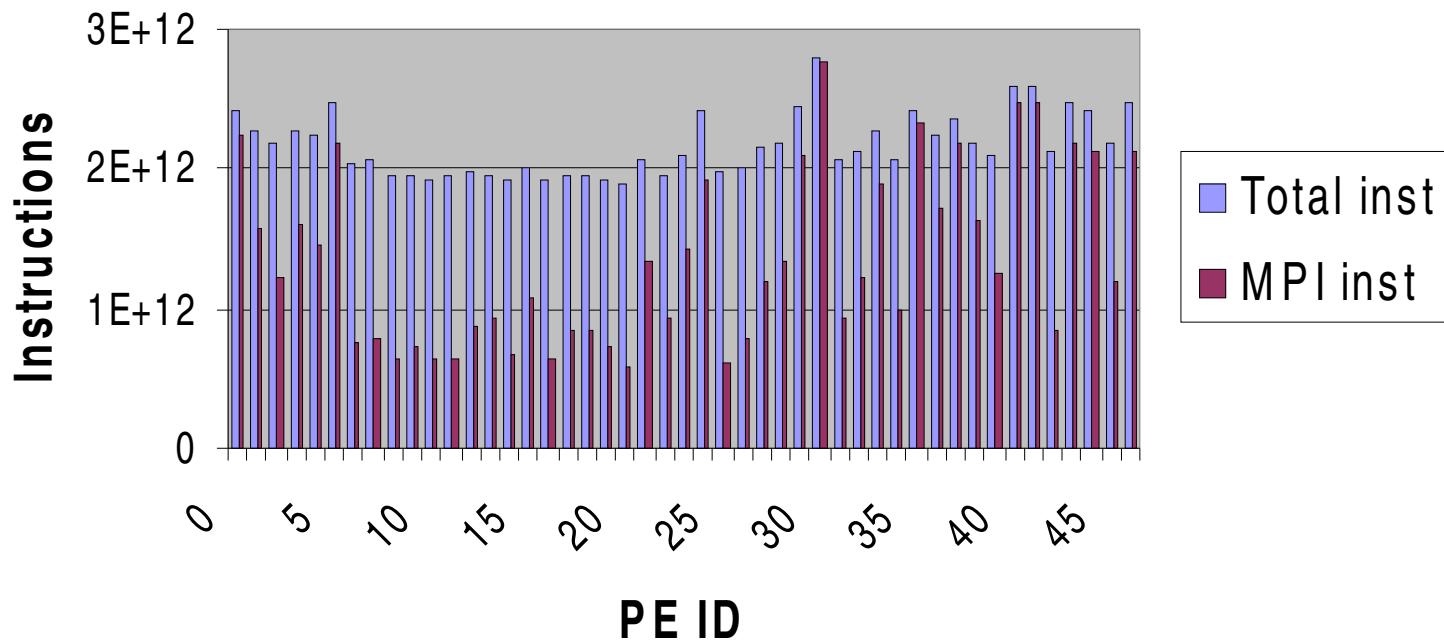


Branches in HYCOM; Run on 47 PEs on P3 at Optimization O3





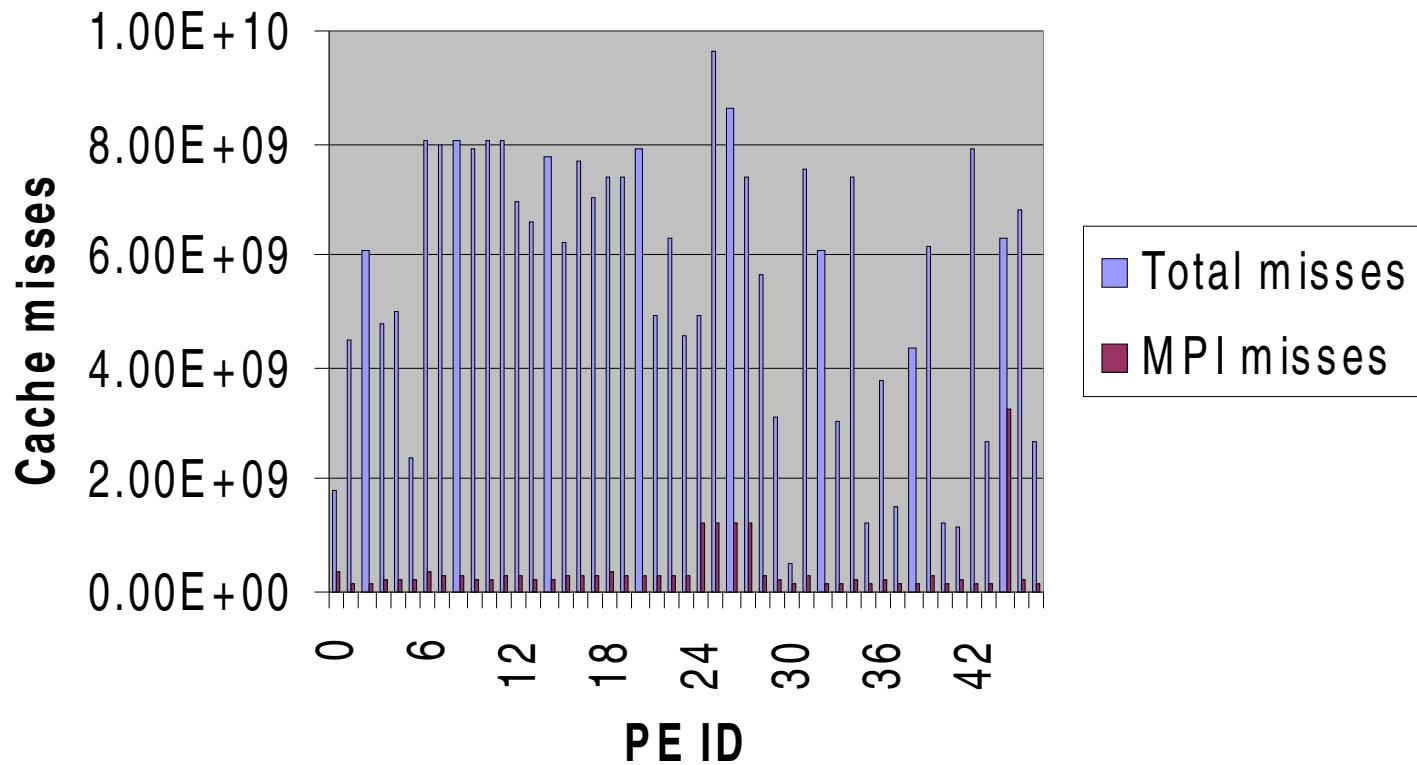
Instructions in HYCOM; Run on 47 PEs on P3 at Optimization O3





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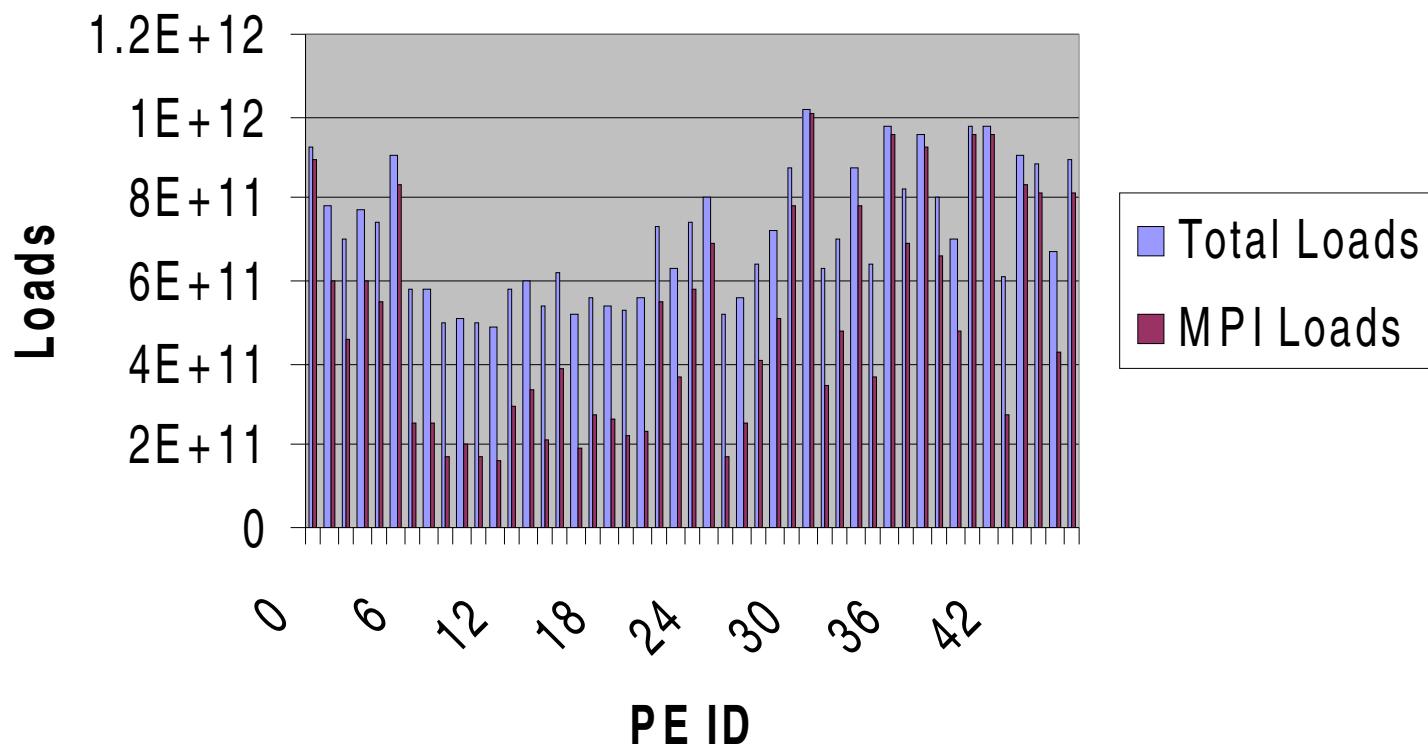
Cache Misses in HYCOM; Run on 47 PEs on P3 at Optimization O3





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Loads in HYCOM; Run on 47 PEs on P3 at Optimization O3

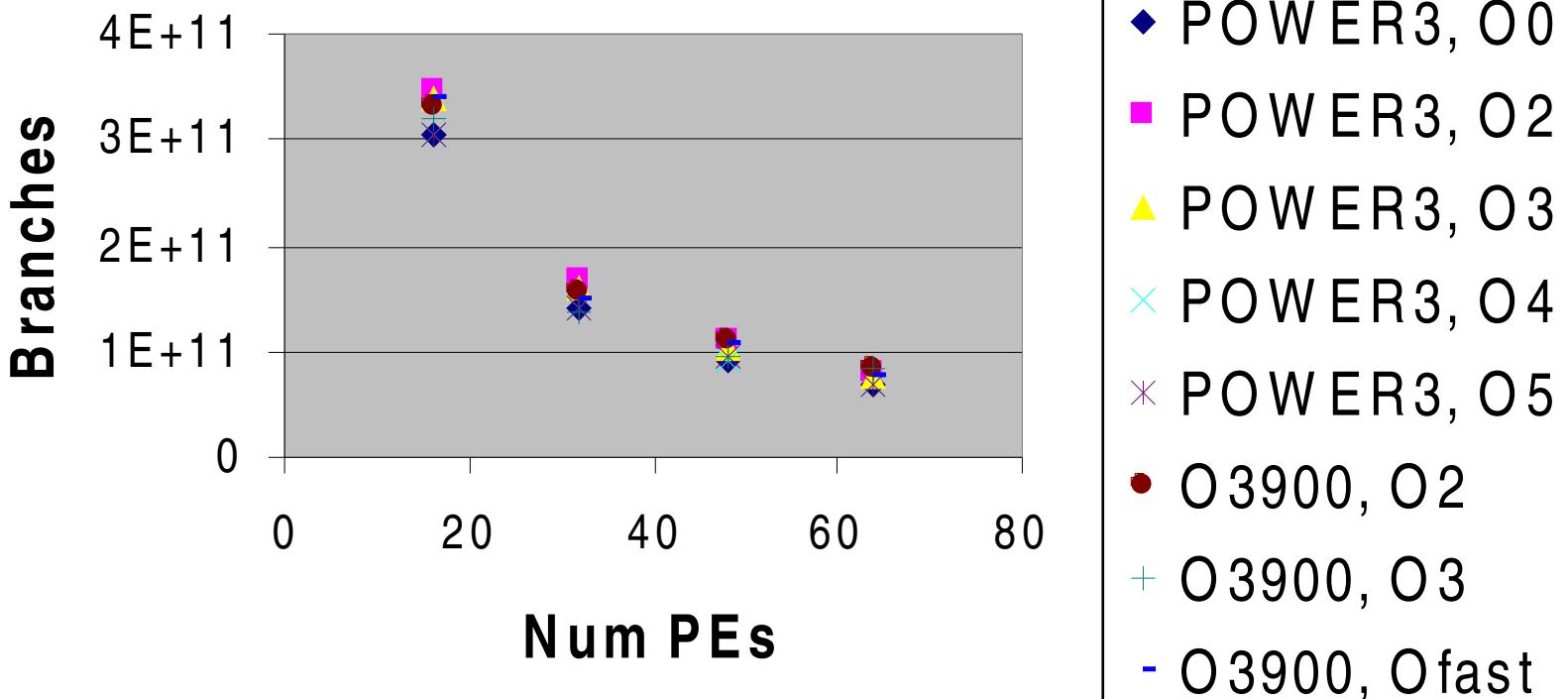




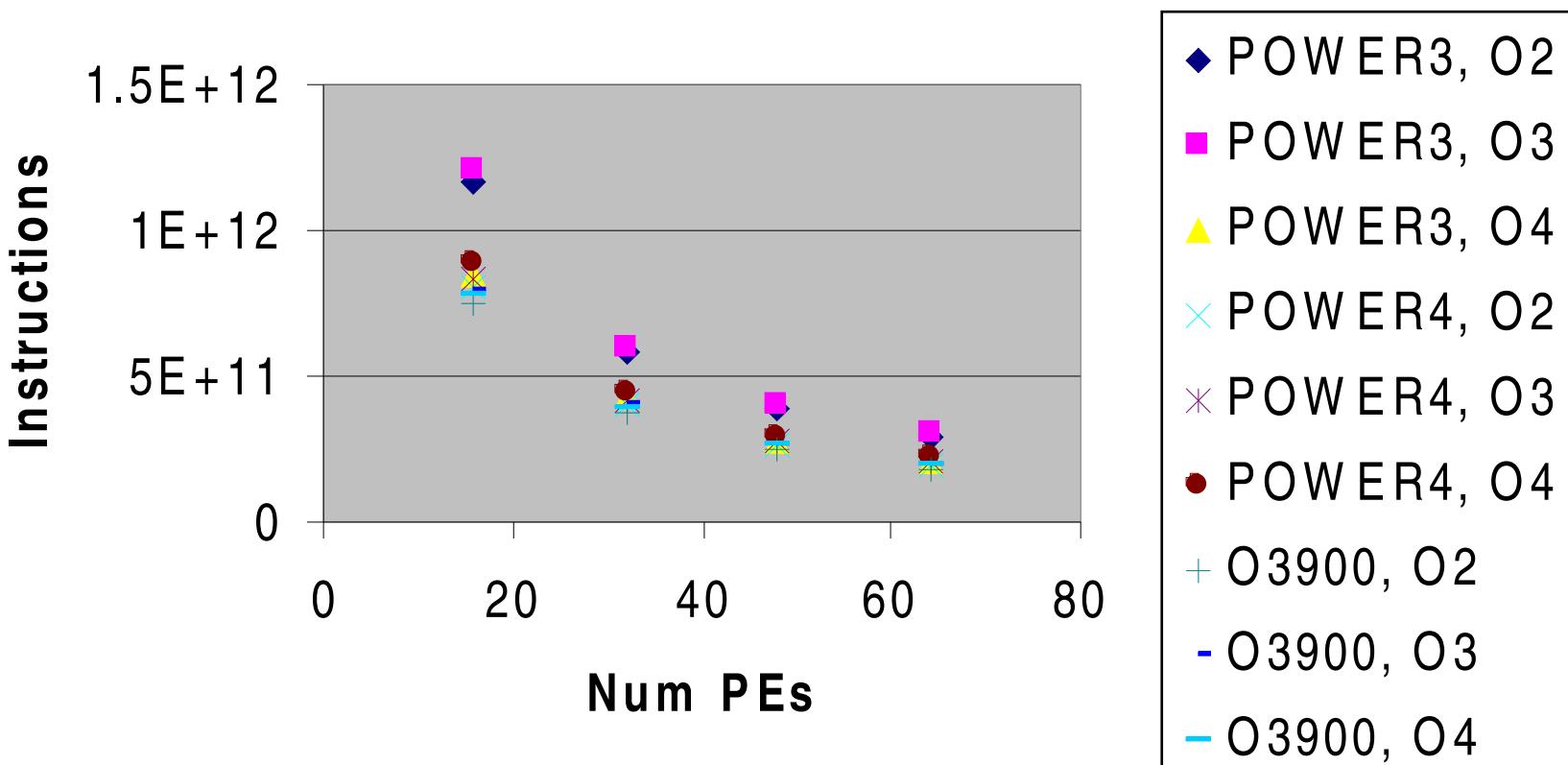
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Extras

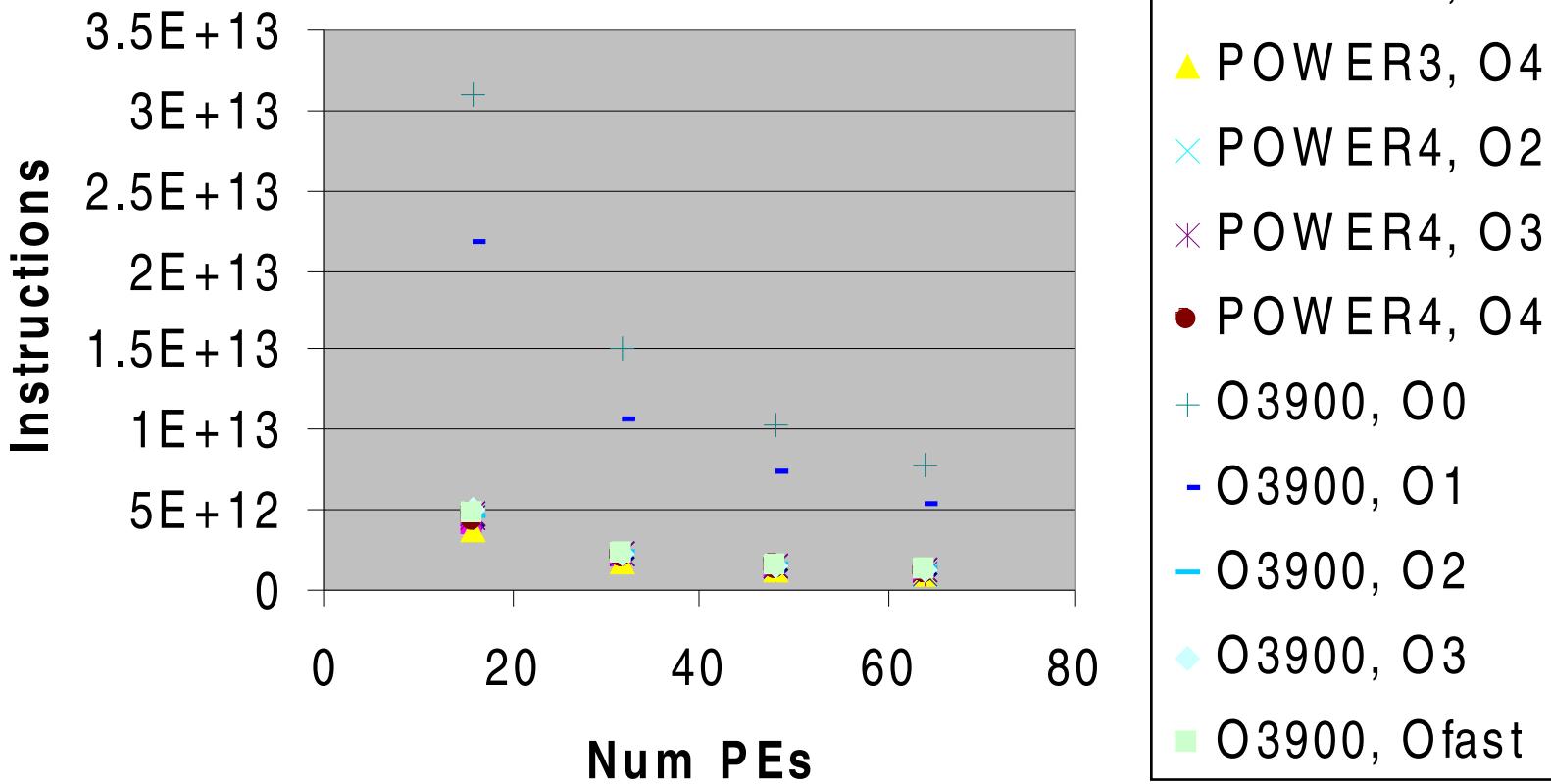
Branches per PE in COBALT



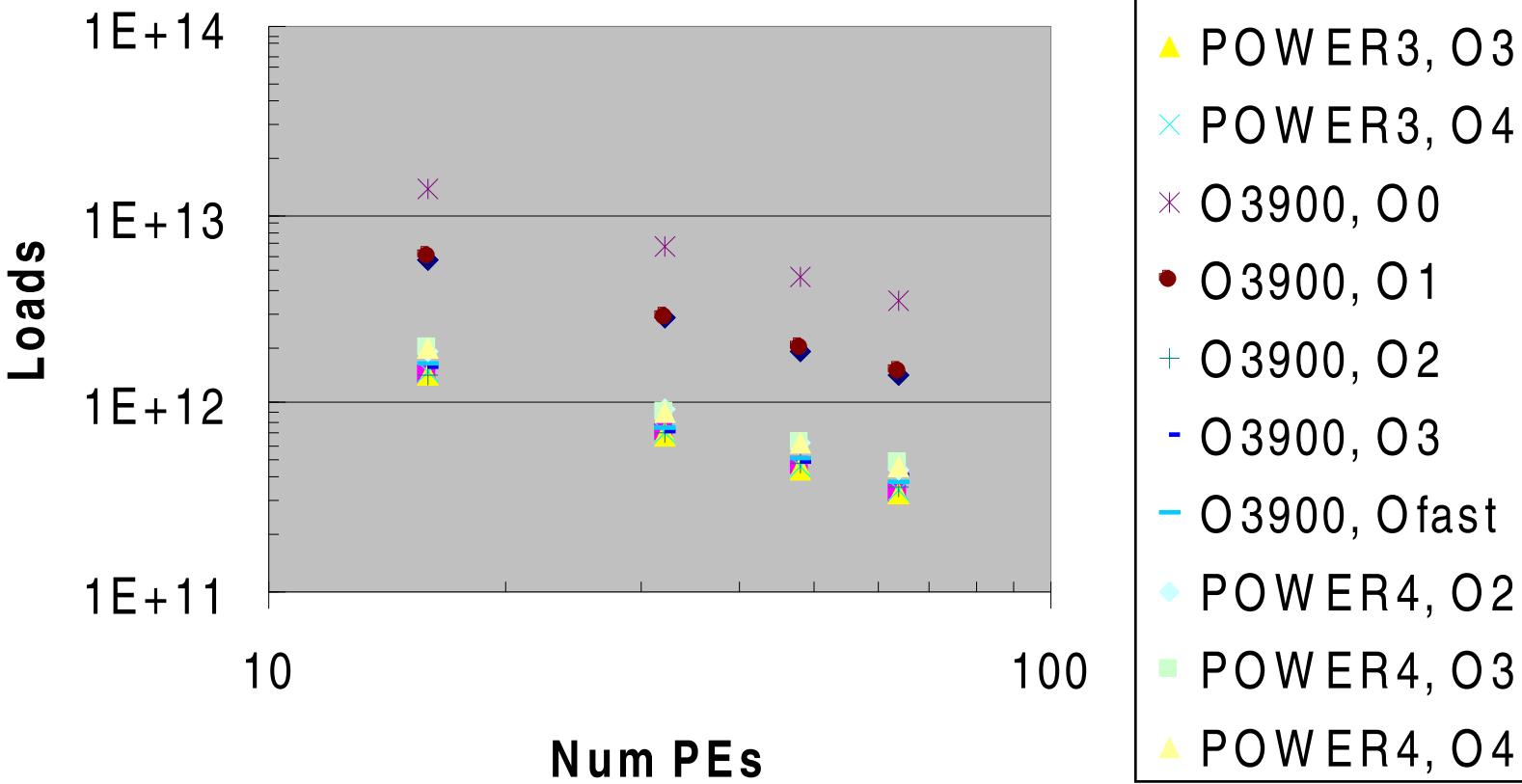
Floating Pt. Inst. per PE in COBALT



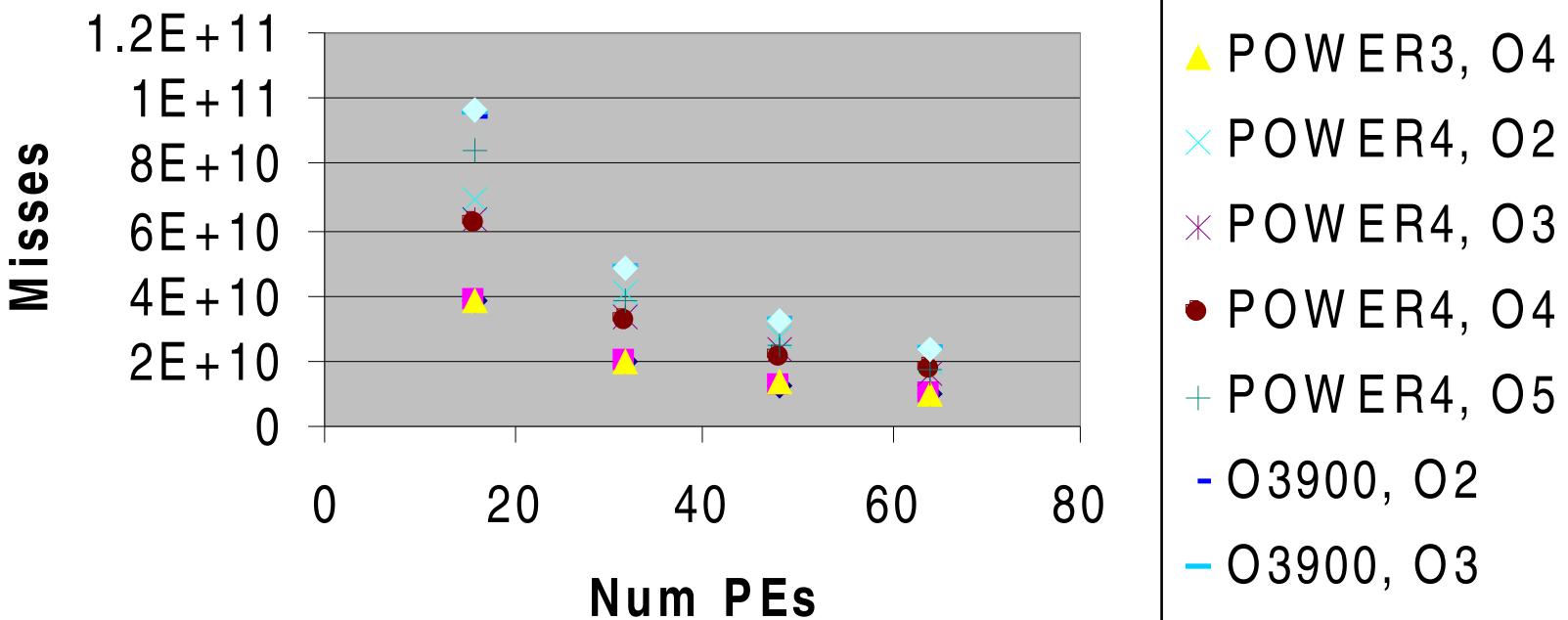
Inst. Completed per PE in COBALT



Loads per PE in COBALT

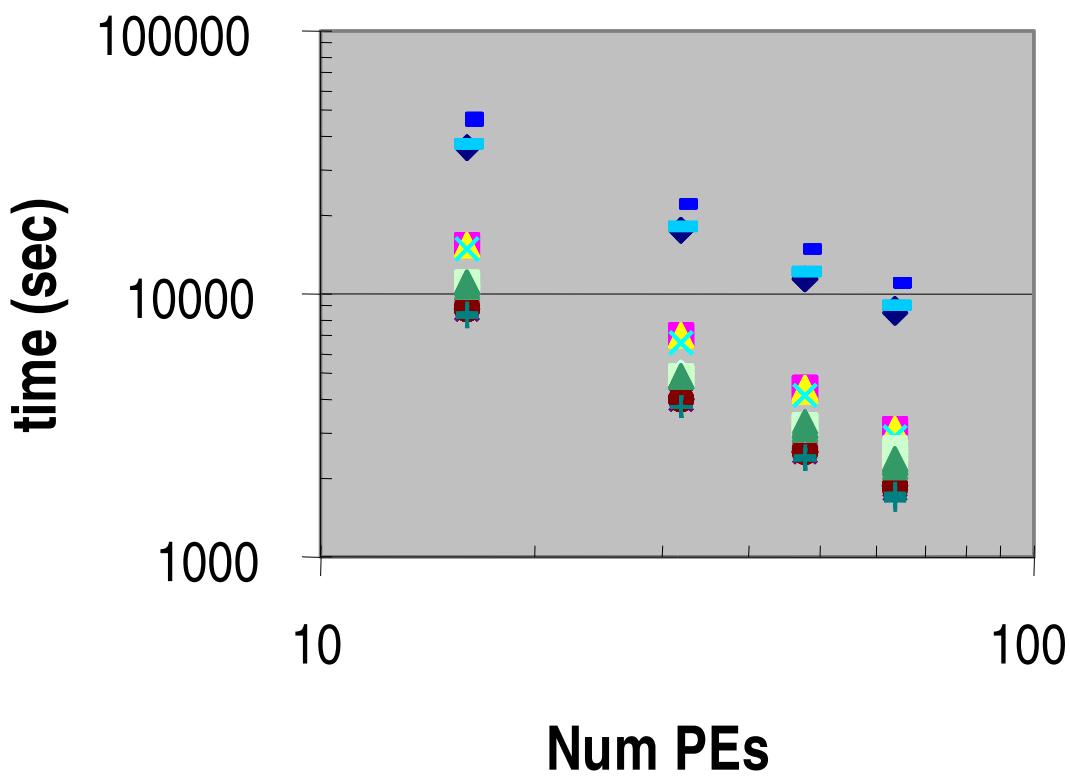


Data Cache Misses Per PE in COBALT

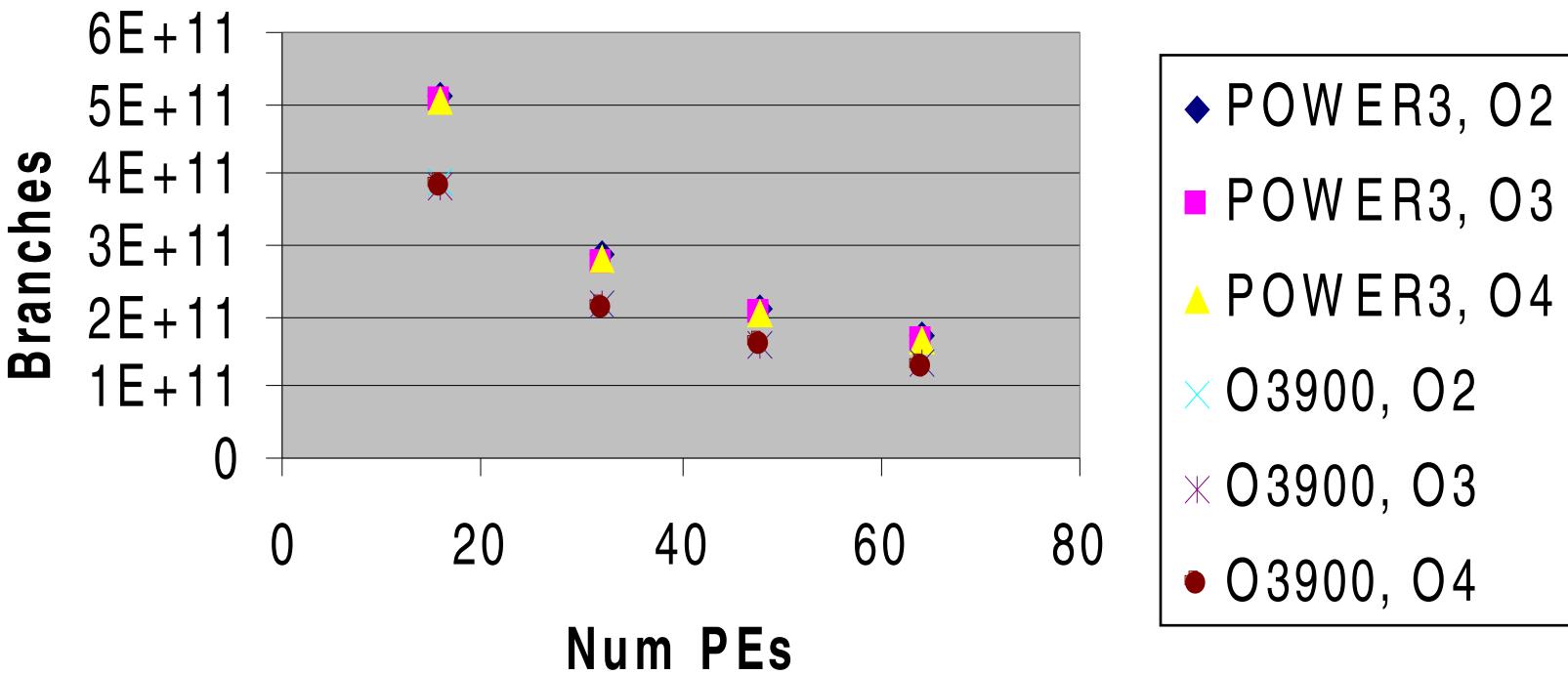


- ◆ POWER3, O0
- POWER3, O2
- ▲ POWER3, O3
- ✖ POWER3, O4
- * POWER4, O2
- POWER4, O3
- + POWER4, O4
- - O3900, O0
- - O3900, O1
- ◇ O3900, O2
- ▢ O3900, O3
- ▲ O3900, Ofast

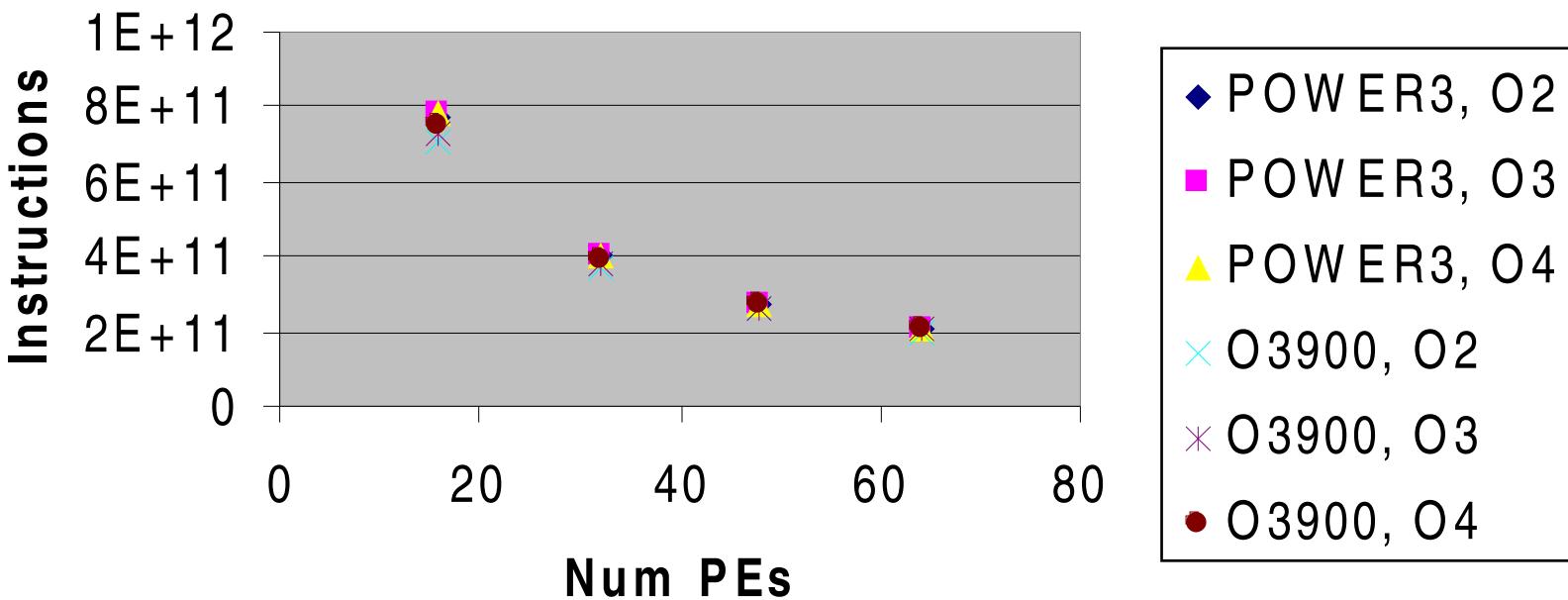
COBALT Run Times



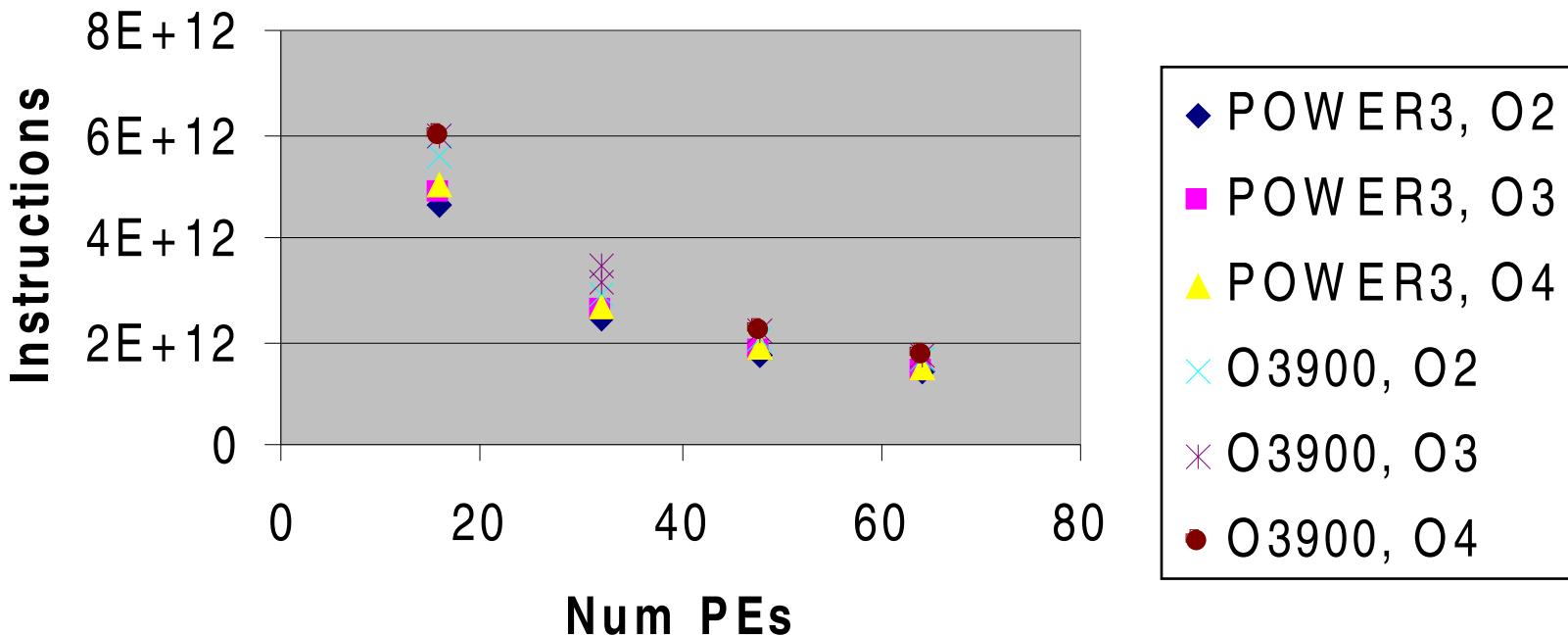
Branches per PE in GAMESS



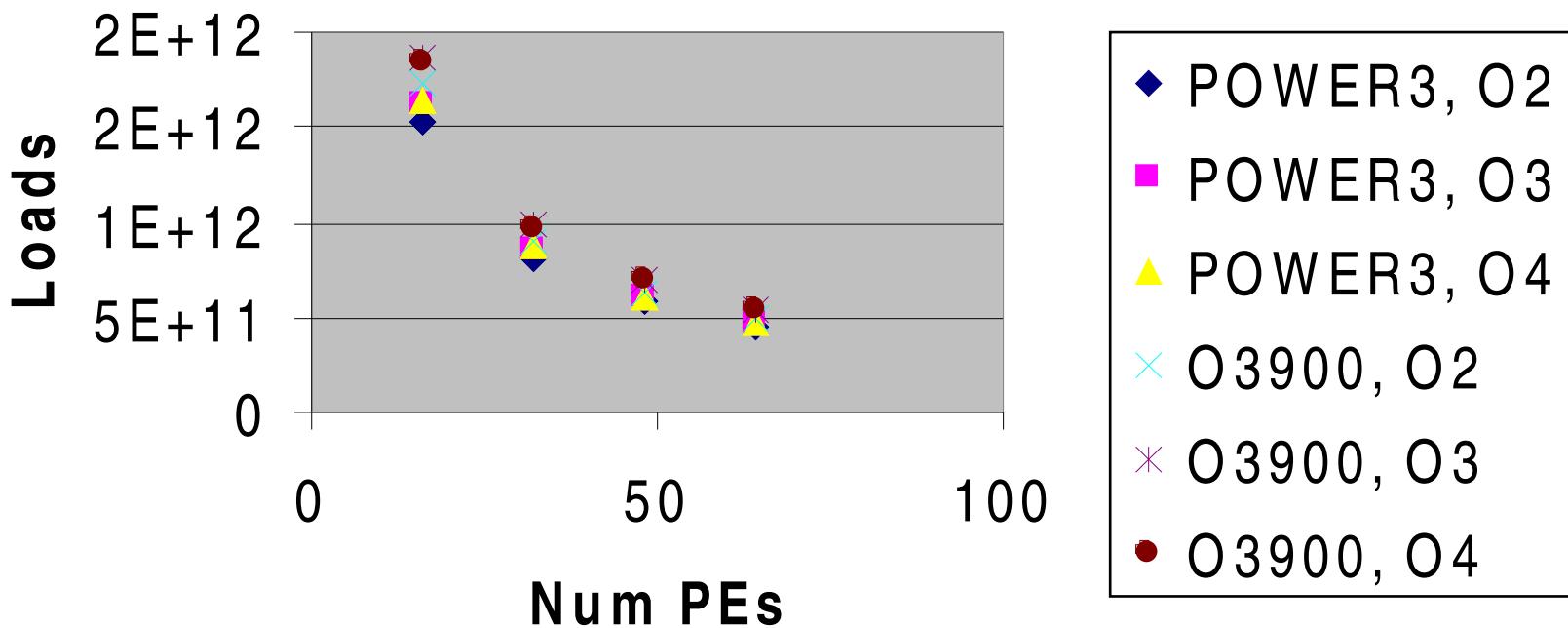
Floating Point Instructions per PE in GAMESS



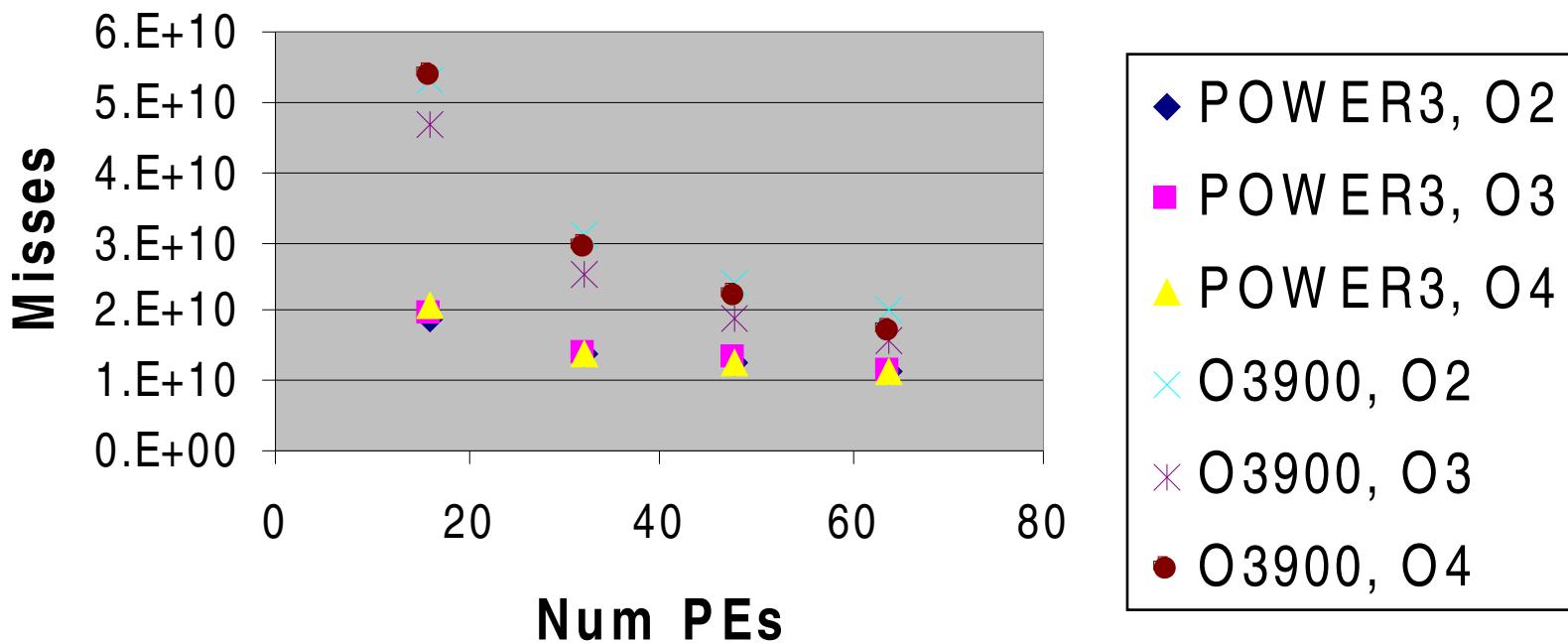
Instructions per PE in GAMESS



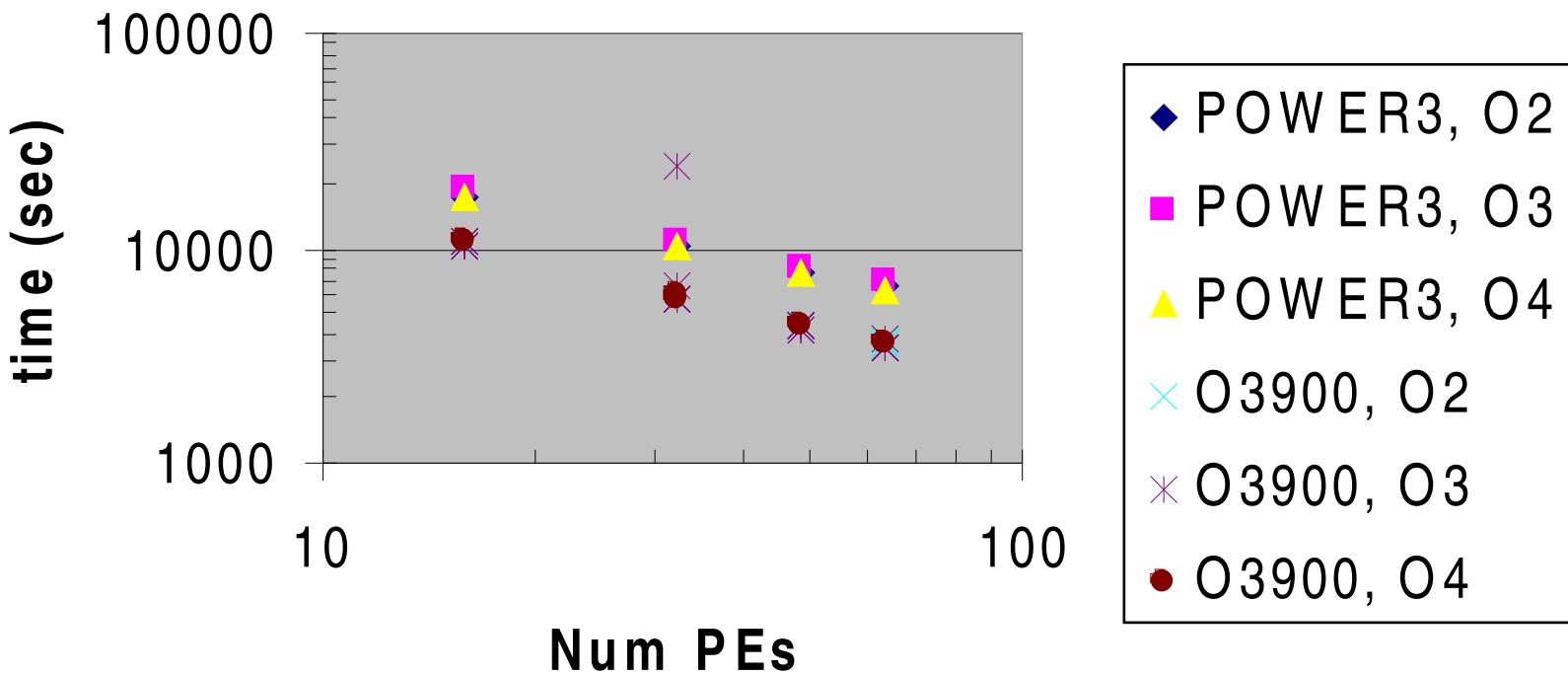
Loads per PE in GAMESS



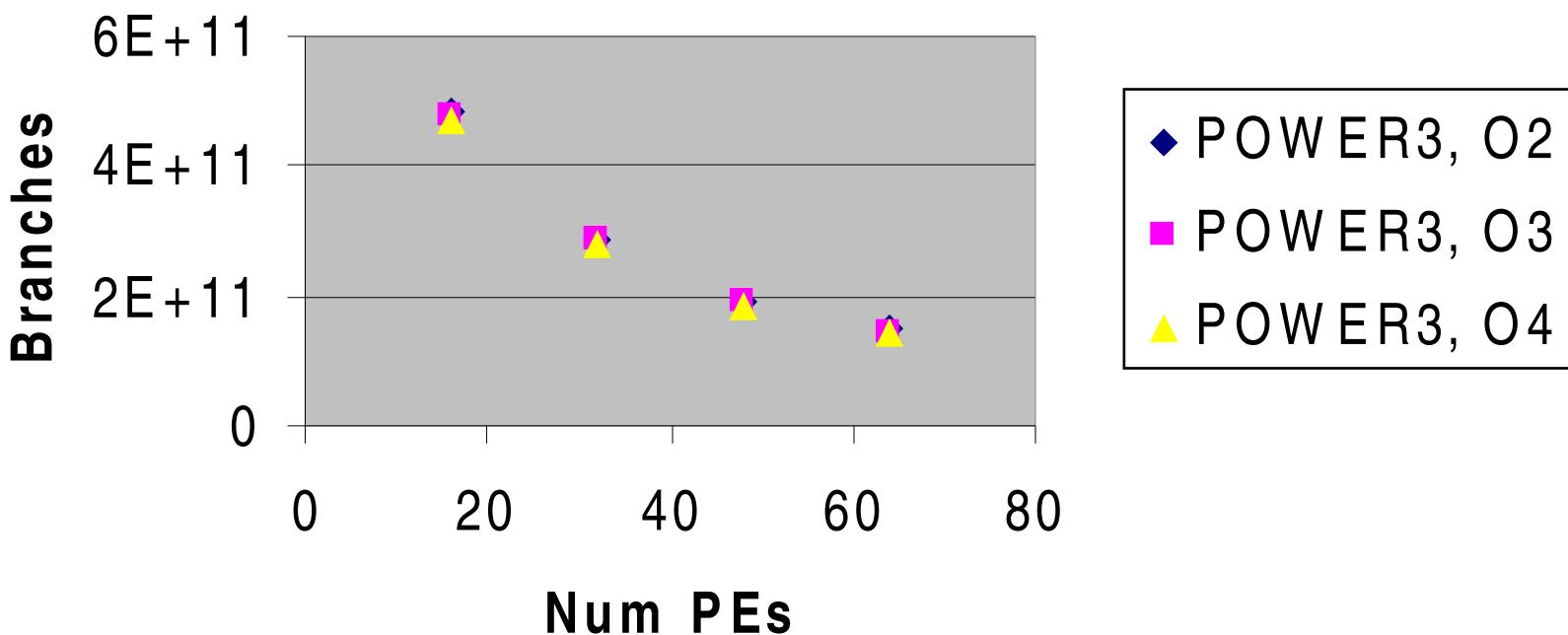
Data Cache Misses per PE in GAMESS



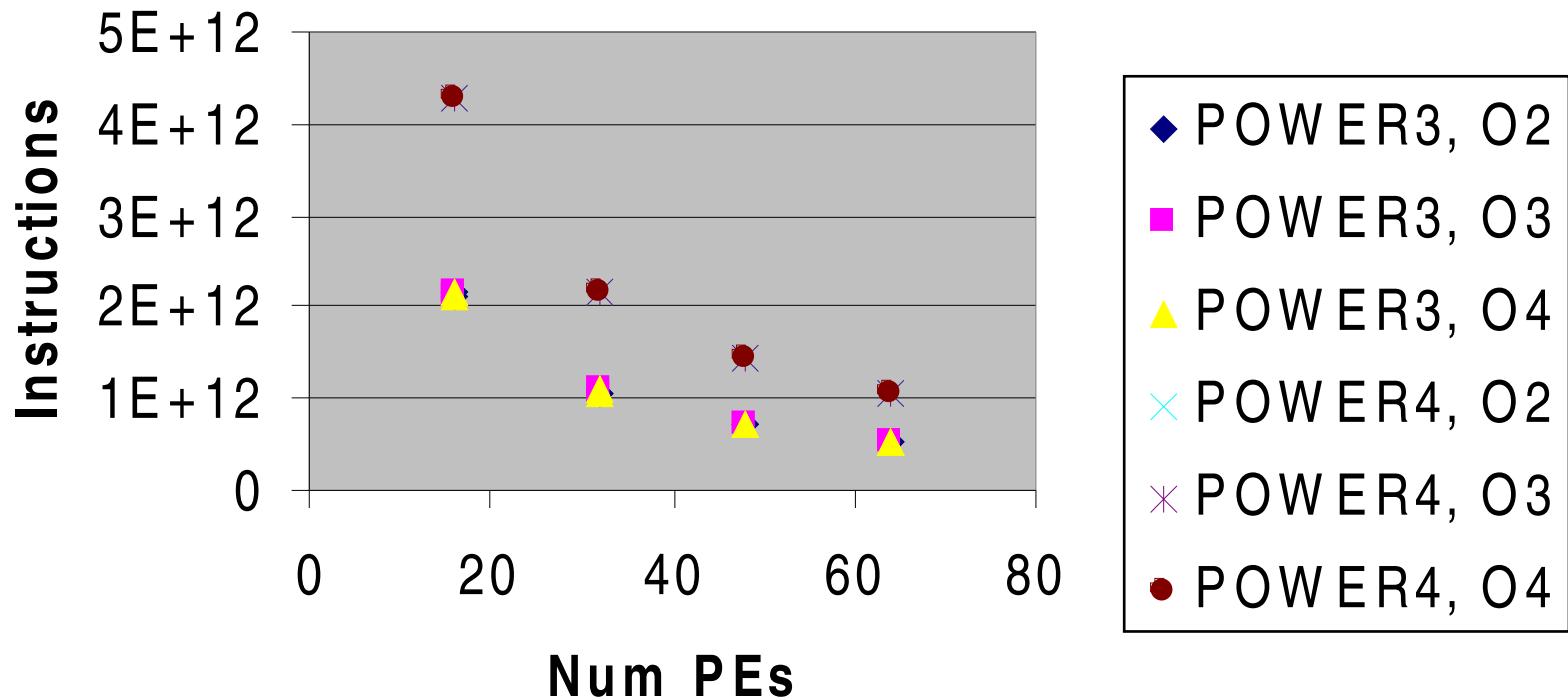
GAMESS Runtimes



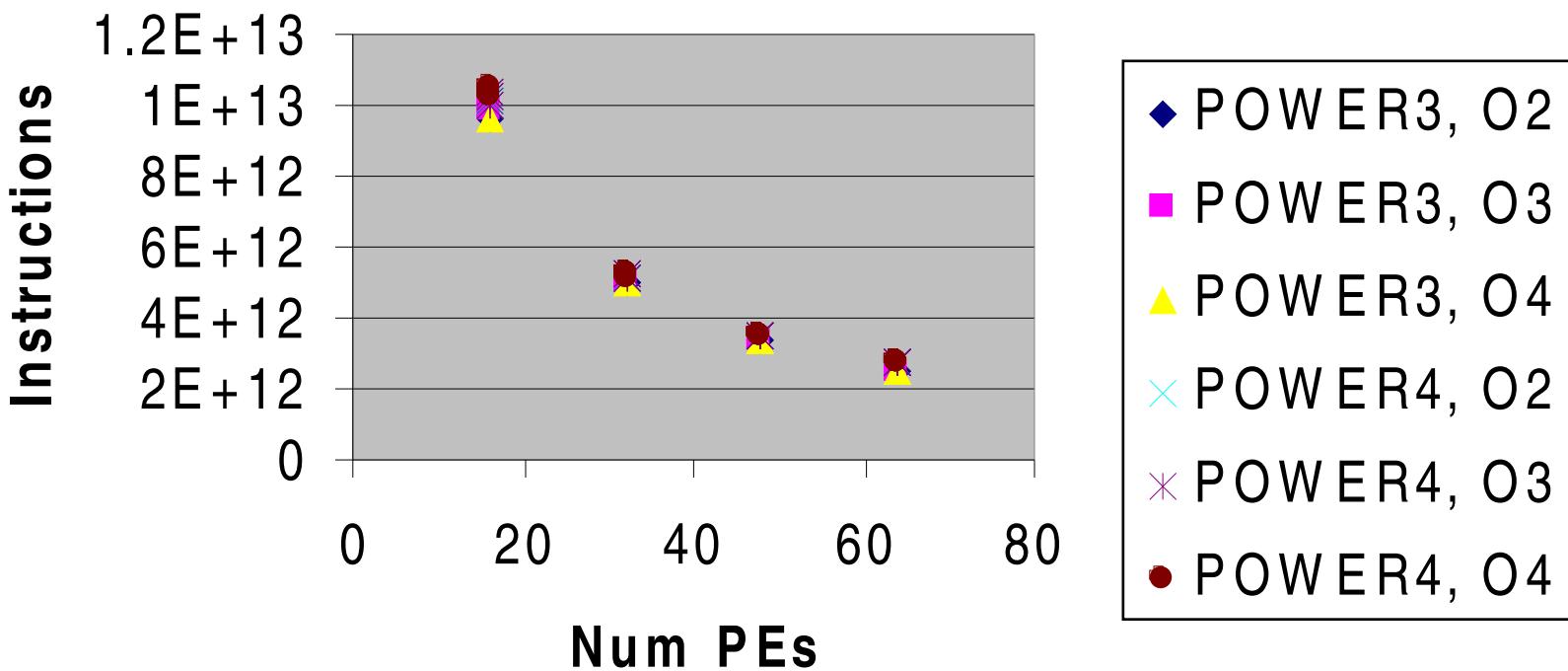
Branches per PE in OOCORE



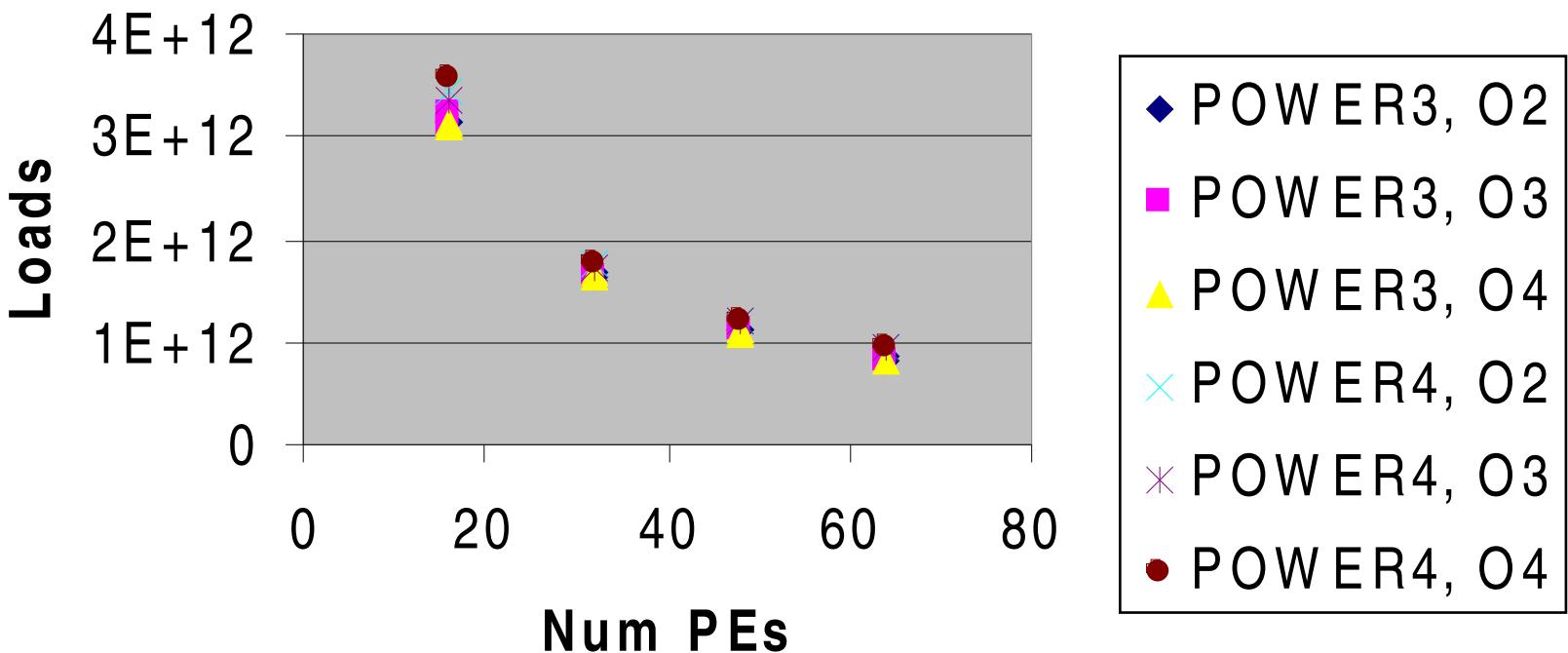
Floating Pt. Inst. per PE in OOCORE



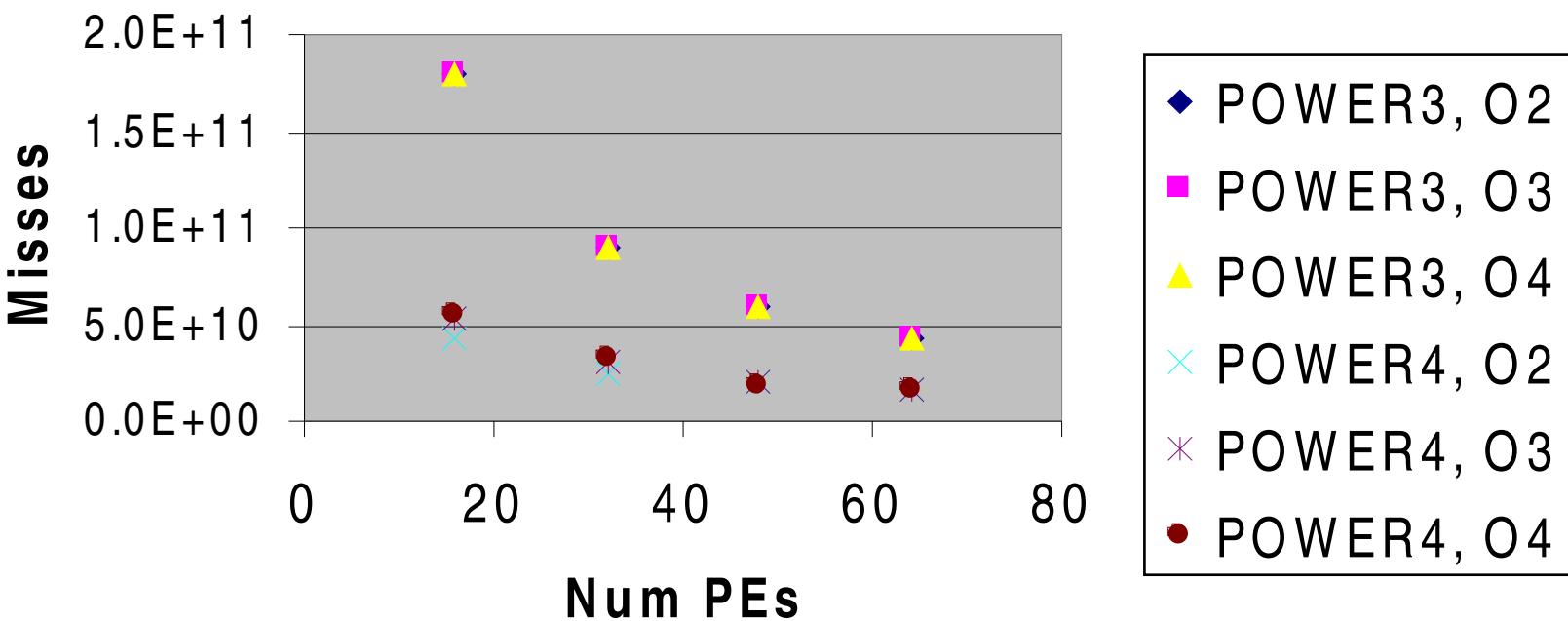
Instructions per PE in OOCORE



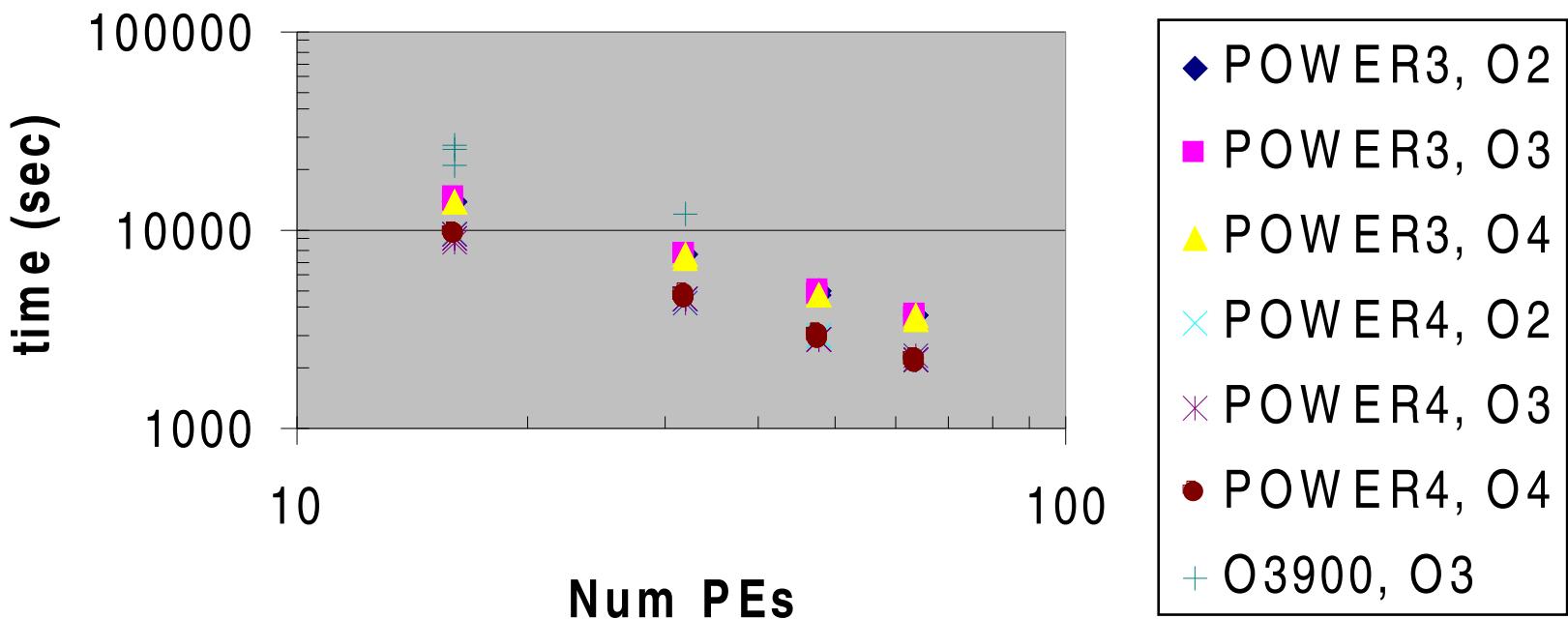
Loads per PE in OOCORE



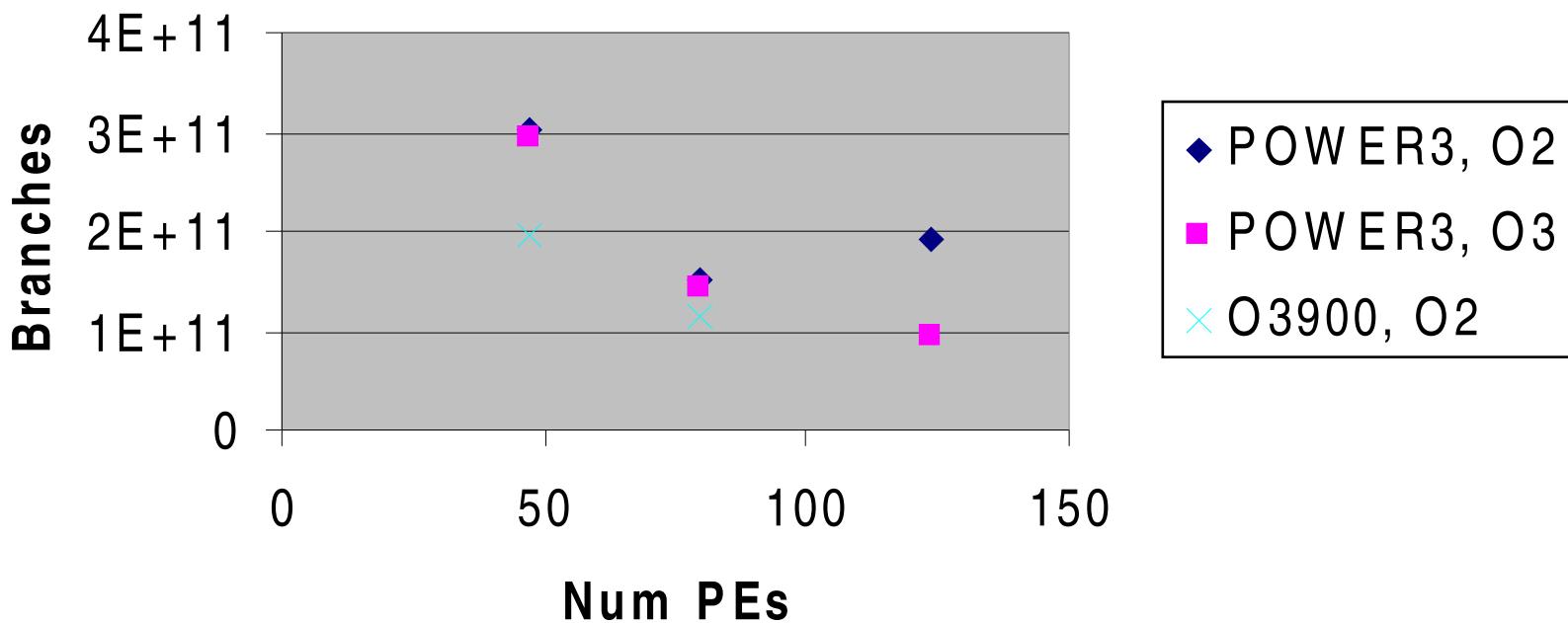
Data Cache Misses per PE in OOCORE



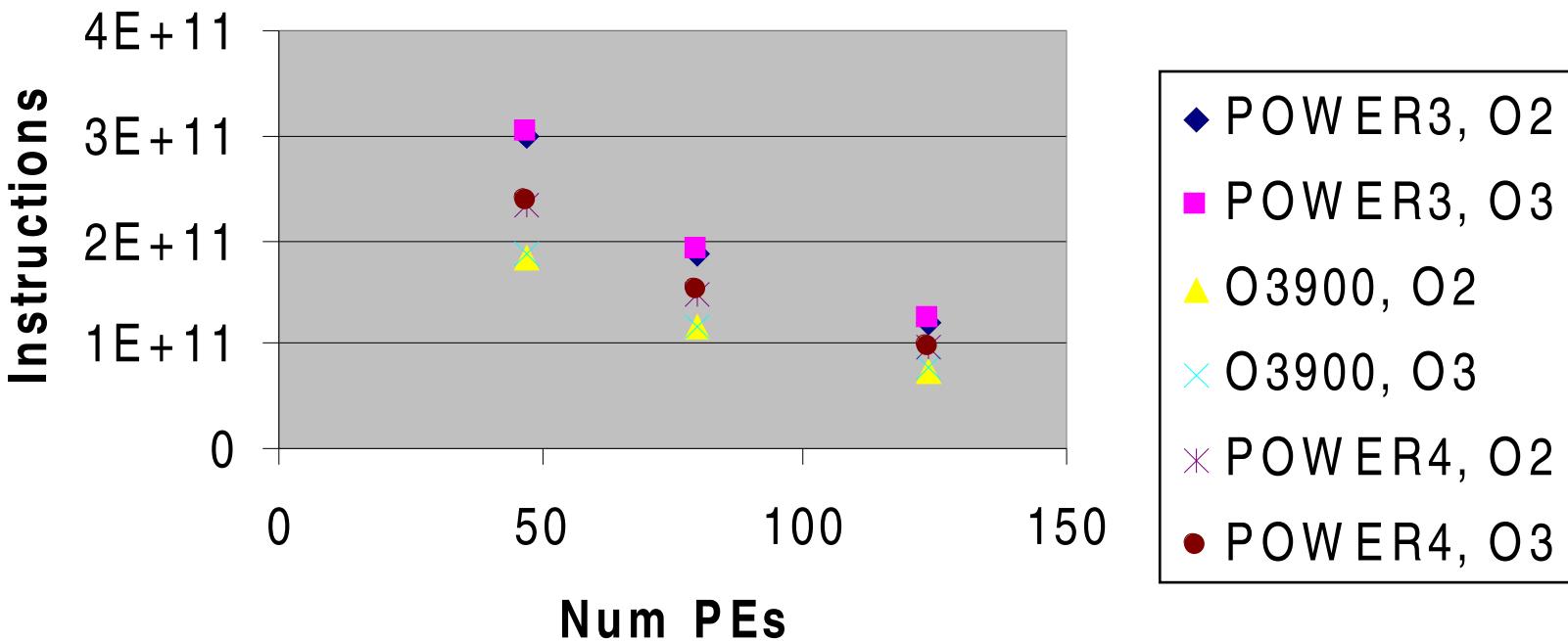
OOCORE Runtimes



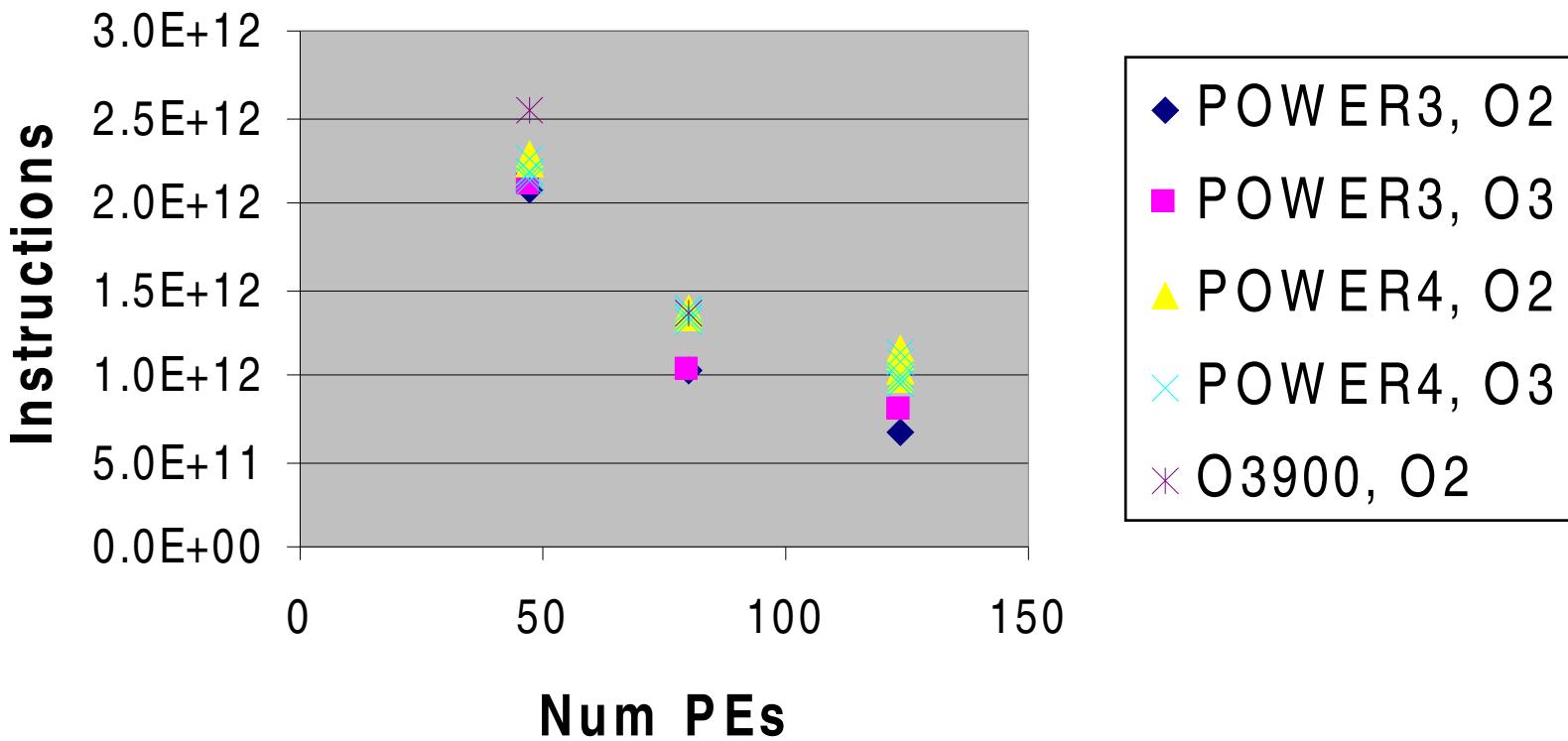
Branches per PE in HYCOM



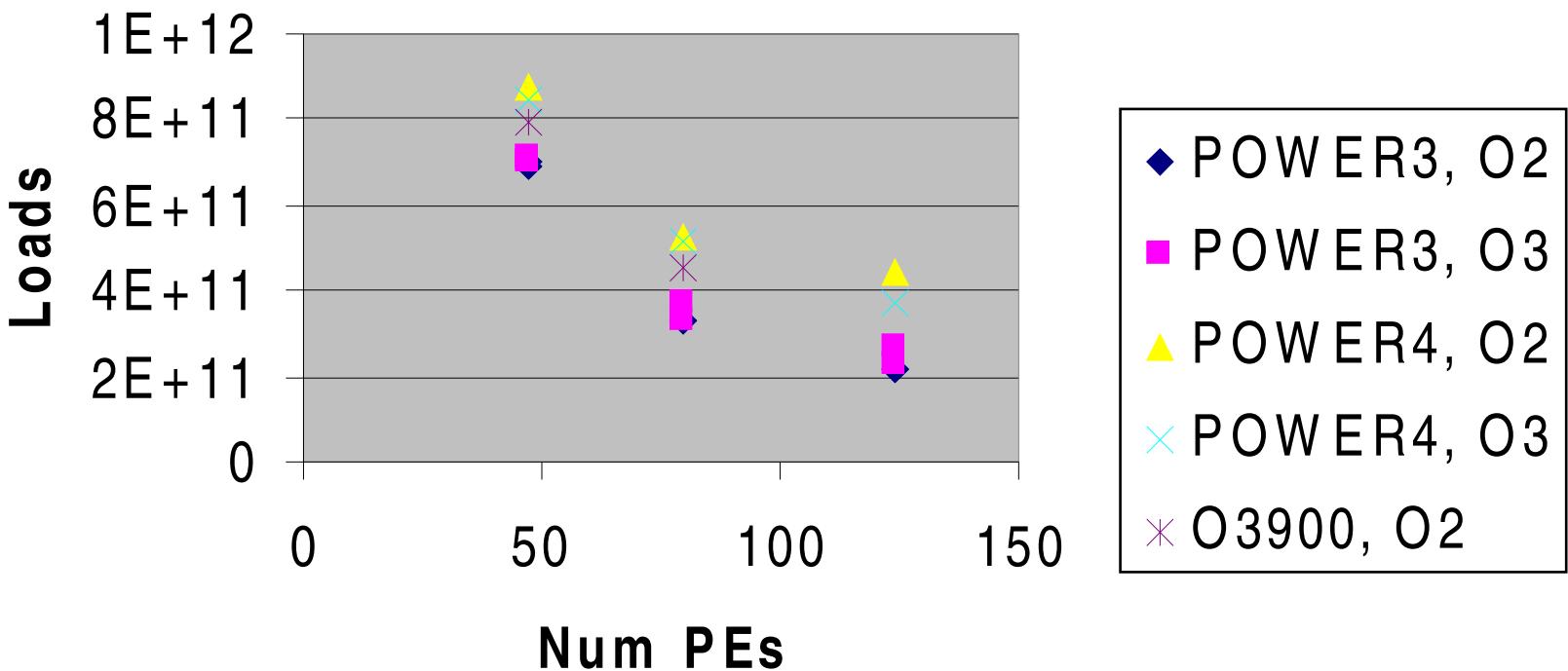
Floating Pt. Inst. in HYCOM



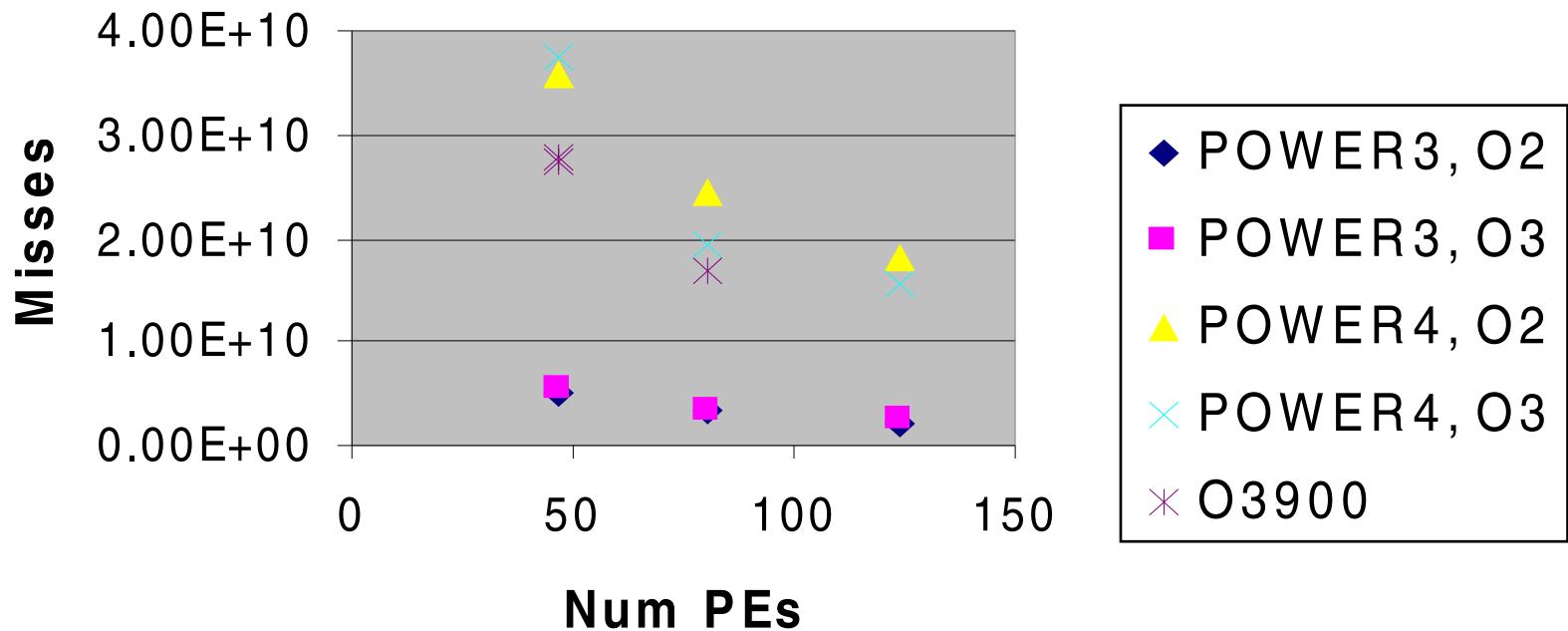
Instructions per PE in HYCOM



Loads per PE in HYCOM



Data cache misses per PE in HYCOM



HYCOM Run Times

