PAPI - Performance API

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  - time
  - gprof
  - valgrind (callgrind)
  - …

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- It is enough to identify bottlenecks, but…
  - Why is is it slow?
  - How does the code behaves?

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HW Performance Counters

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- Hardware designers added specialised registers o measure various aspects of a microprocessor
- Generally, they provide an insight into
  - Timings
  - Cache and branch behaviour
  - Memory access patterns
  - Pipeline behaviour
  - FP performance
  - IPC
  - …

What is PAPI?

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  - With minimal overhead
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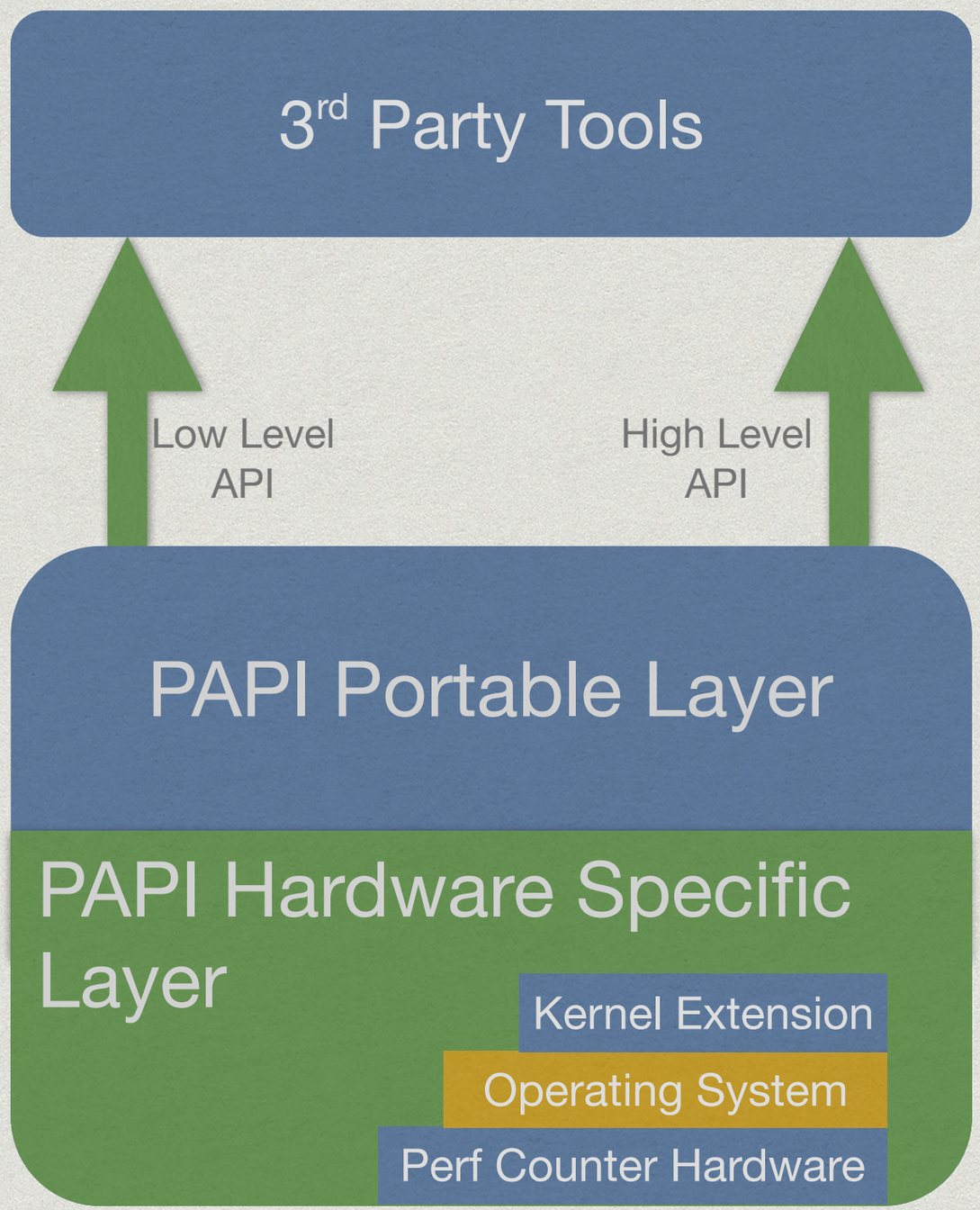
- Interface to interact with performance counters
  - With minimal overhead
  - Portable across several platforms
- Provides utility tools, C, and Fortran API
  - Platform and counters information

PAPI Organisation



Supported Platforms

- Mainstream platforms (Linux)
  - x86, x86_64 Intel and AMD
  - ARM, MIPS
  - Intel Itanium II
  - IBM PowerPC

Utilities

Utilities

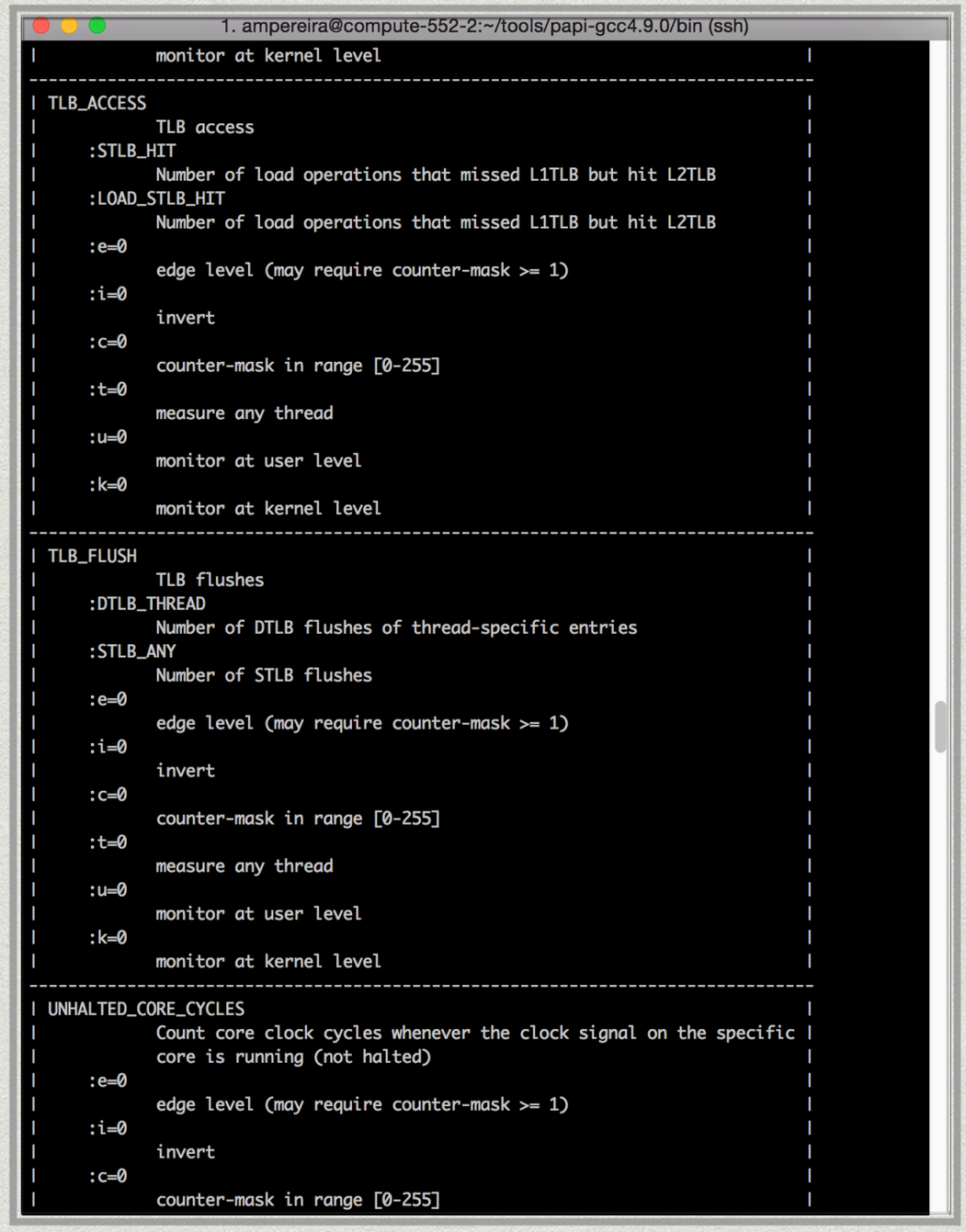
- papi_avail

```
1. ampereira@compute-552-2:~/tools/papi-gcc4.9.0/bin (ssh)
--------------------------------------------------------------------------------
PAPI Version             : 5.3.2.0
Vendor string and code   : GenuineIntel (1)
Model string and code    : Intel(R) Xeon(R) CPU E5-2670 v2 @ 2.50GHz (62)
CPU Revision             : 4.000000
CPUID Info               : Family: 6  Model: 62  Stepping: 4
CPU Max Megahertz        : 2501
CPU Min Megahertz        : 1200
Hdw Threads per core     : 2
Cores per Socket         : 10
Sockets                  : 2
NUMA Nodes               : 2
CPUs per Node            : 20
Total CPUs               : 40
Running in a VM          : no
Number Hardware Counters : 11
Max Multiplex Counters   : 32
--------------------------------------------------------------------------------

    Name        Code    Avail Deriv Description (Note)
PAPI_L1_DCM  0x80000000  Yes   No   Level 1 data cache misses
PAPI_L1_ICM  0x80000001  Yes   No   Level 1 instruction cache misses
PAPI_L2_DCM  0x80000002  Yes   Yes  Level 2 data cache misses
PAPI_L2_ICM  0x80000003  Yes   No   Level 2 instruction cache misses
PAPI_L3_DCM  0x80000004  No    No   Level 3 data cache misses
PAPI_L3_ICM  0x80000005  No    No   Level 3 instruction cache misses
PAPI_L1_TCM  0x80000006  Yes   Yes  Level 1 cache misses
PAPI_L2_TCM  0x80000007  Yes   No   Level 2 cache misses
PAPI_L3_TCM  0x80000008  Yes   No   Level 3 cache misses
PAPI_CA_SNP  0x80000009  No    No   Requests for a snoop
PAPI_CA_SHR  0x8000000a  No    No   Requests for exclusive access to shared cache line
PAPI_CA_CLN  0x8000000b  No    No   Requests for exclusive access to clean cache line
PAPI_CA_INV  0x8000000c  No    No   Requests for cache line invalidation
PAPI_CA_ITV  0x8000000d  No    No   Requests for cache line intervention
PAPI_L3_LDM  0x8000000e  No    No   Level 3 load misses
PAPI_L3_STM  0x8000000f  No    No   Level 3 store misses
PAPI_BRU_IDL 0x80000010  No    No   Cycles branch units are idle
PAPI_FXU_IDL 0x80000011  No    No   Cycles integer units are idle
PAPI_FPU_IDL 0x80000012  No    No   Cycles floating point units are idle
PAPI_LSU_IDL 0x80000013  No    No   Cycles load/store units are idle
PAPI_TLB_DM  0x80000014  Yes   Yes  Data translation lookaside buffer misses
PAPI_TLB_IM  0x80000015  Yes   No   Instruction translation lookaside buffer misses
PAPI_TLB_TL  0x80000016  No    No   Total translation lookaside buffer misses
PAPI_L1_LDM  0x80000017  Yes   No   Level 1 load misses
PAPI_L1_STM  0x80000018  Yes   No   Level 1 store misses
PAPI_L2_LDM  0x80000019  No    No   Level 2 load misses
PAPI_L2_STM  0x8000001a  Yes   No   Level 2 store misses
PAPI_BTAC_M  0x8000001b  No    No   Branch target address cache misses
PAPI_PRF_DM  0x8000001c  No    No   Data prefetch cache misses
```

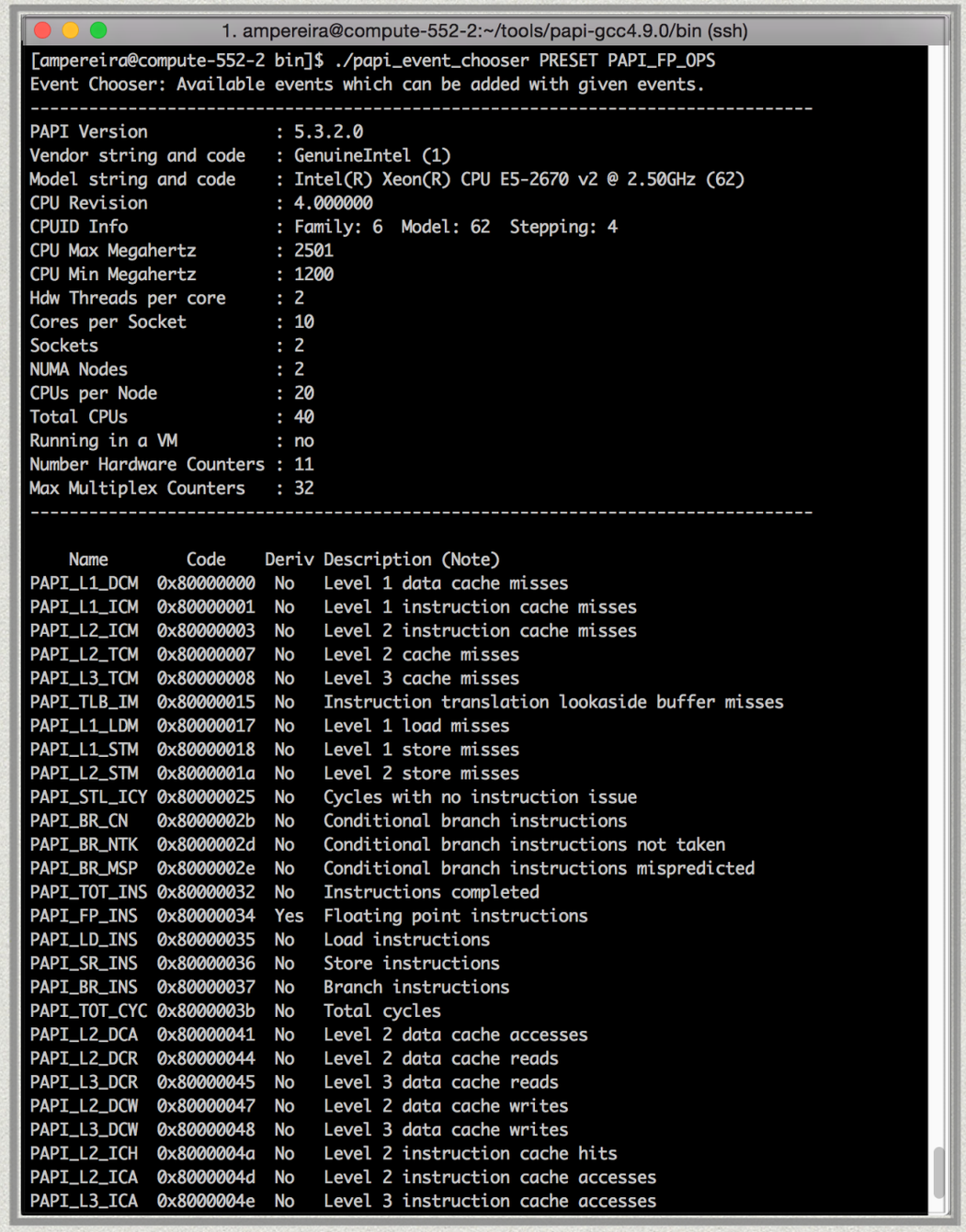
Utilities

- papi_avail
- papi_native_avail



Utilities

- papi_avail
- papi_native_avail
- papi_event_chooser



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- Native events
  - Platform dependent events
    - L3_CACHE_MISS
- Derived events
  - Preset events that are derived from multiple native events
    - PAPI_L1_TCM may be L1 data misses + L1 instruction misses

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- Easier to use
- Enough for coarse grain measurements
  - You will not optimise code based on the amount of L2 TLB flushes per thread…
- For preset events only!

The Basics

- PAPI_start_counters
- PAPI_stop_counters

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```
#include "papi.h”
#define NUM_EVENTS 2
long long values[NUM_EVENTS];
unsigned int Events[NUM_EVENTS]={PAPI_TOT_INS,PAPI_TOT_CYC};
 /* Start the counters */
 PAPI_start_counters((int*)Events,NUM_EVENTS);
 /* What we are monitoring… */
 do_work();
 /* Stop counters and store results in values */
 retval = PAPI_stop_counters(values,NUM_EVENTS);
```

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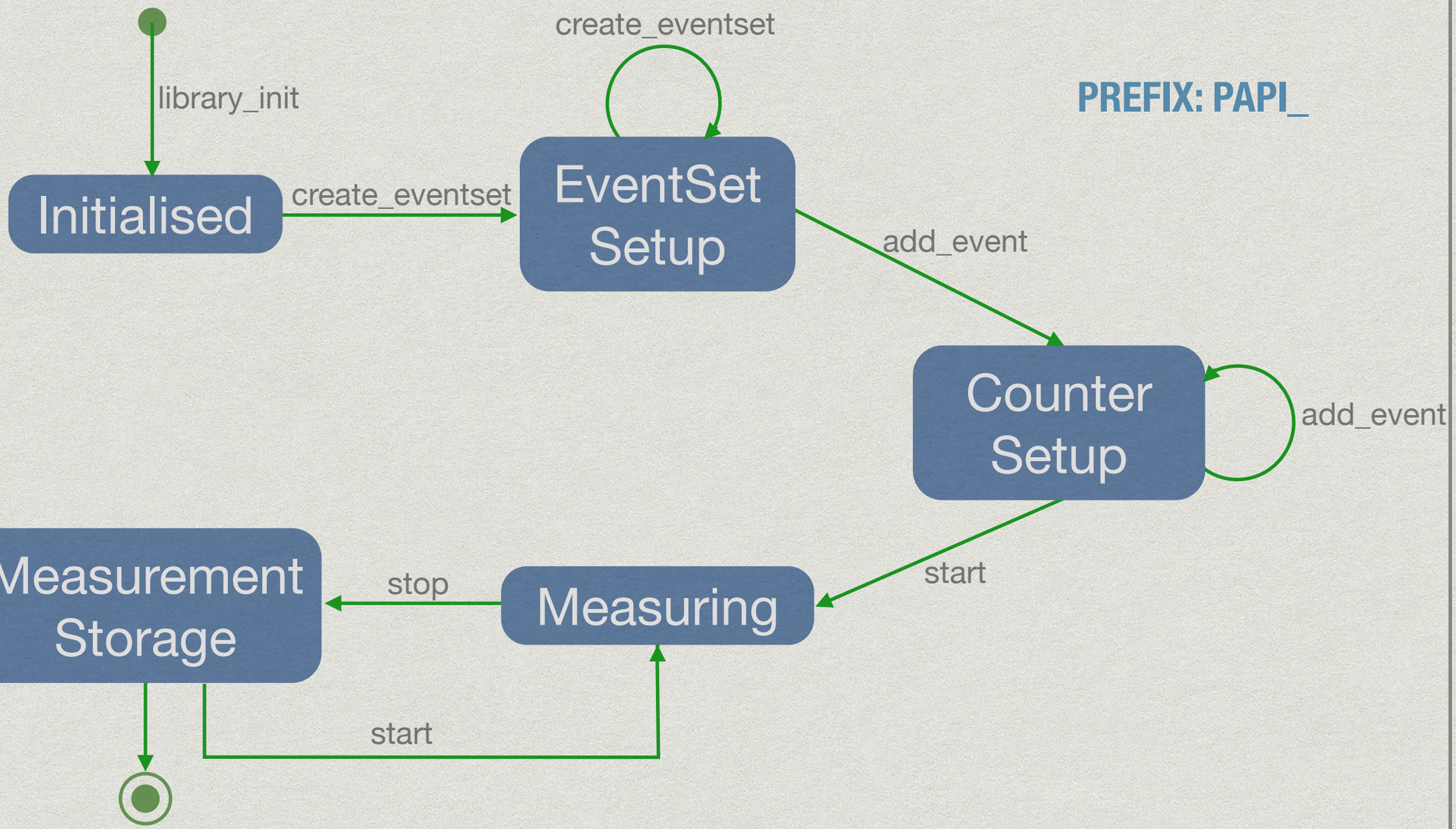
- Increased efficiency and functionality
- More information about the environment
- Concepts to check later
  - EventSet
  - Multiplexing

The Basics



PREFIX: PAPI_

The Basics

```
#include "papi.h”
#define NUM_EVENTS 2
int Events[NUM_EVENTS]={PAPI_FP_INS,PAPI_TOT_CYC};
int EventSet;
long long values[NUM_EVENTS];
/* Initialize the Library */
retval = PAPI_library_init(PAPI_VER_CURRENT);
/* Allocate space for the new eventset and do setup */
retval = PAPI_create_eventset(&EventSet);
/* Add Flops and total cycles to the eventset */
retval = PAPI_add_events(EventSet,Events,NUM_EVENTS);
/* Start the counters */
retval = PAPI_start(EventSet);
/* What we want to monitor*/
do_work();
/*Stop counters and store results in values */
retval = PAPI_stop(EventSet,values);
```

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- PAPI is also available for CUDA GPUs
- Uses the CUPTI
  - Which counters can be directly accessed
  - Define a file with the counters and an environment variable
- Gives useful information about the GPU usage
  - IPC
  - Memory load/stores/throughput
  - Branch divergences
  - SM(X) occupancy
  - …

What to Measure?

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- The whole application?
- PAPI usefulness is limited when used alone
  - Combine it with other profilers
  - Bottleneck identification + characterisation

A Practical Example

```
for (int i = 0; i < SIZE; i++)
    for (int j = 0; j < SIZE; j++)
        for (int k = 0; k < SIZE; k++)
            c[i][j] += a[i][k] * b[k][j];
```

A Practical Example

```
int sum;

for (int i = 0; i < SIZE; i++)
    for (int j = 0; j < SIZE; j++) {
        sum = 0;
        for (int k = 0; k < SIZE; k++)
            sum += a[i][k] * b[k][j];
        c[i][j] = sum;
    }
```

A Practical Example **SGEMM**

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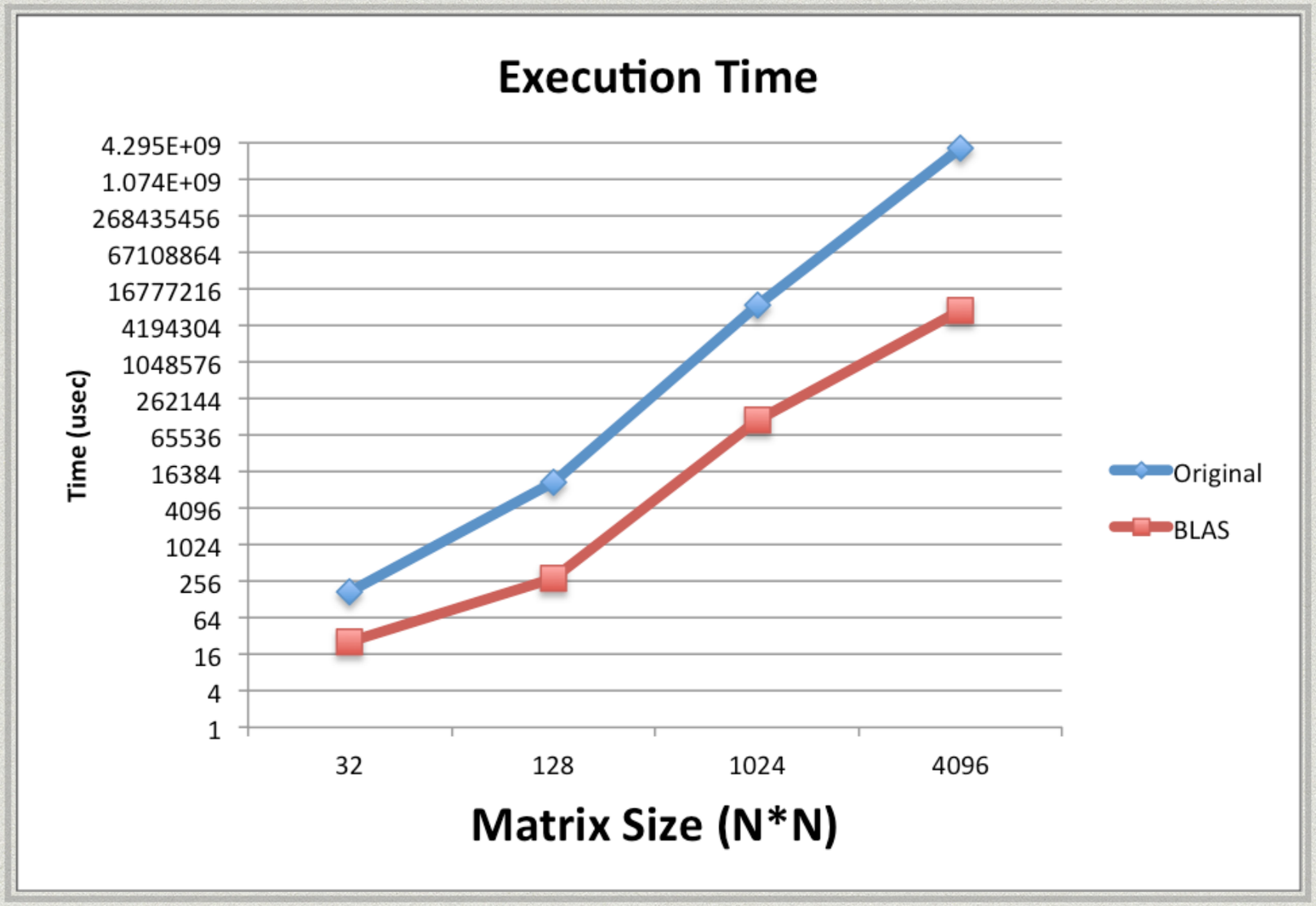
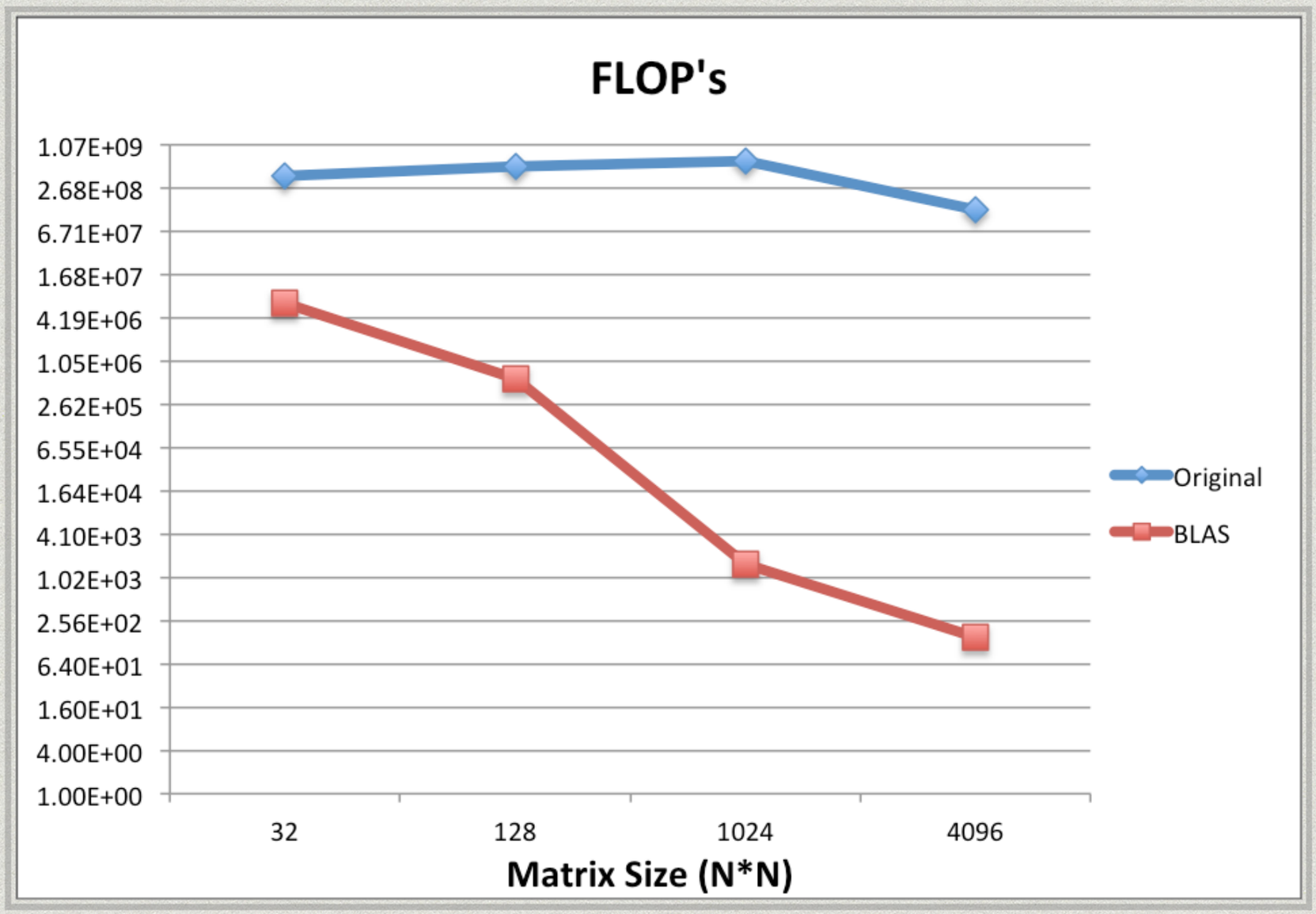
    }
```

Execution Time



@ 2x Intel Xeon E5-2695v2, 12C with 24t each, 2.4GHz

FLOP's



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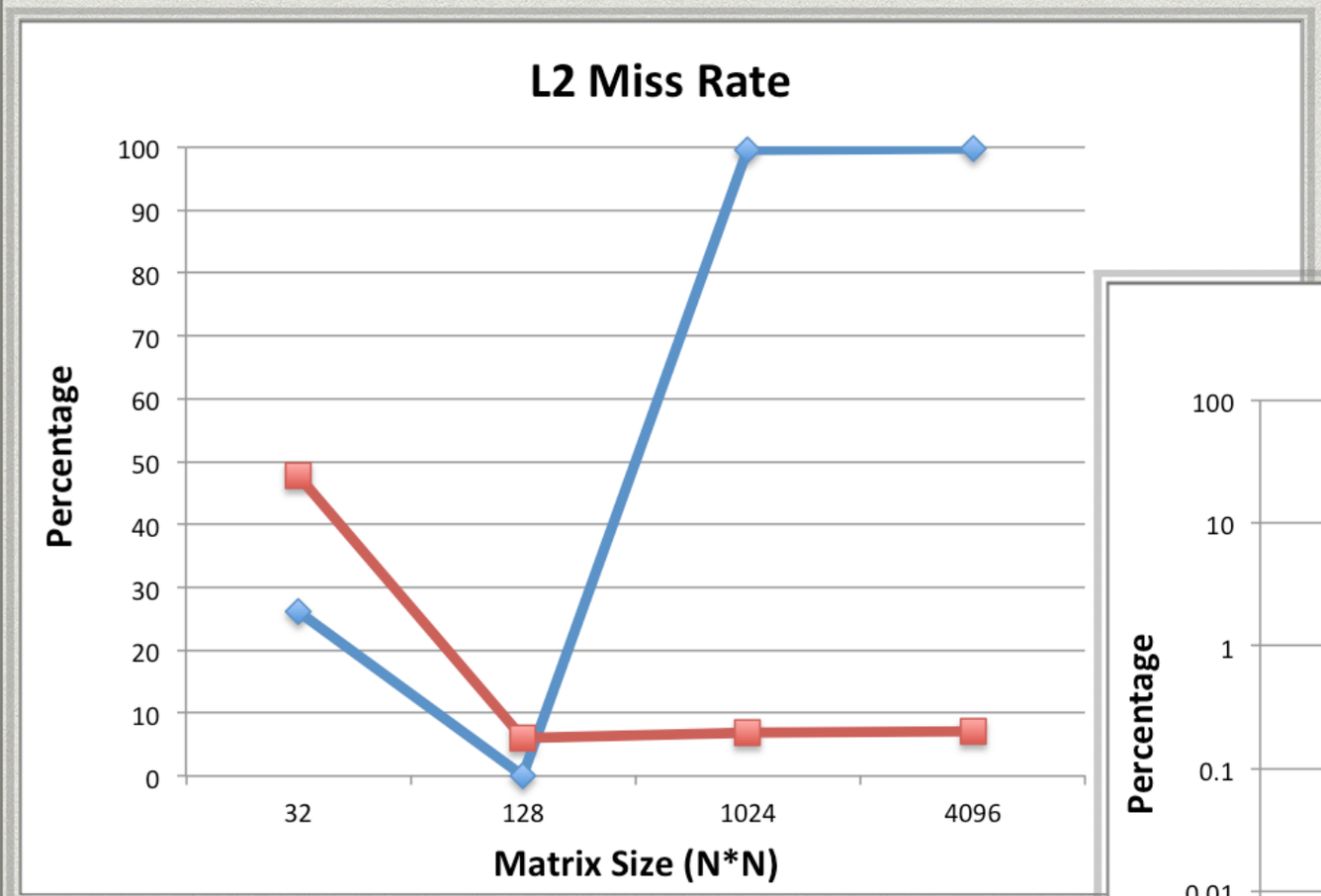
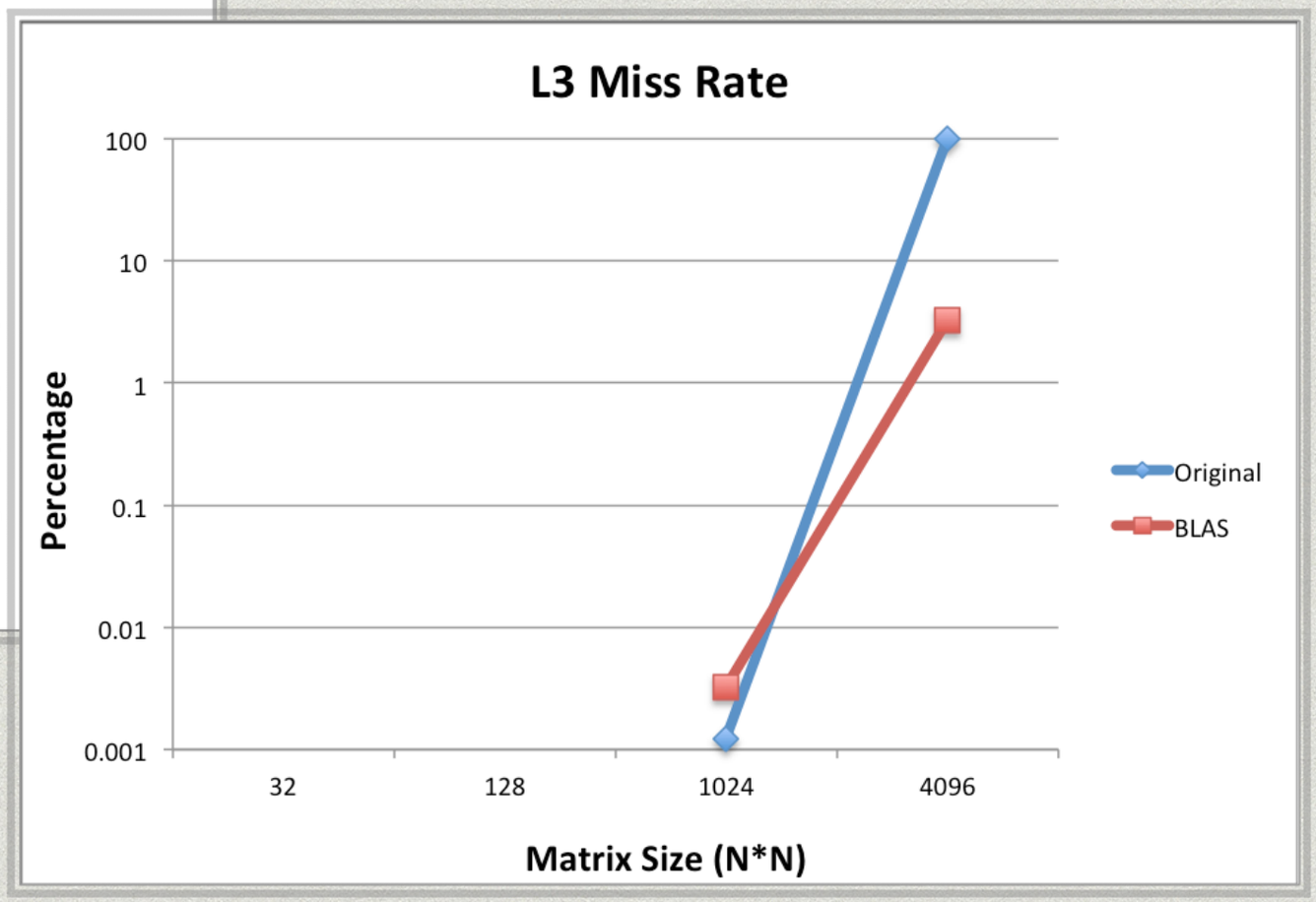
Cache Miss Rate





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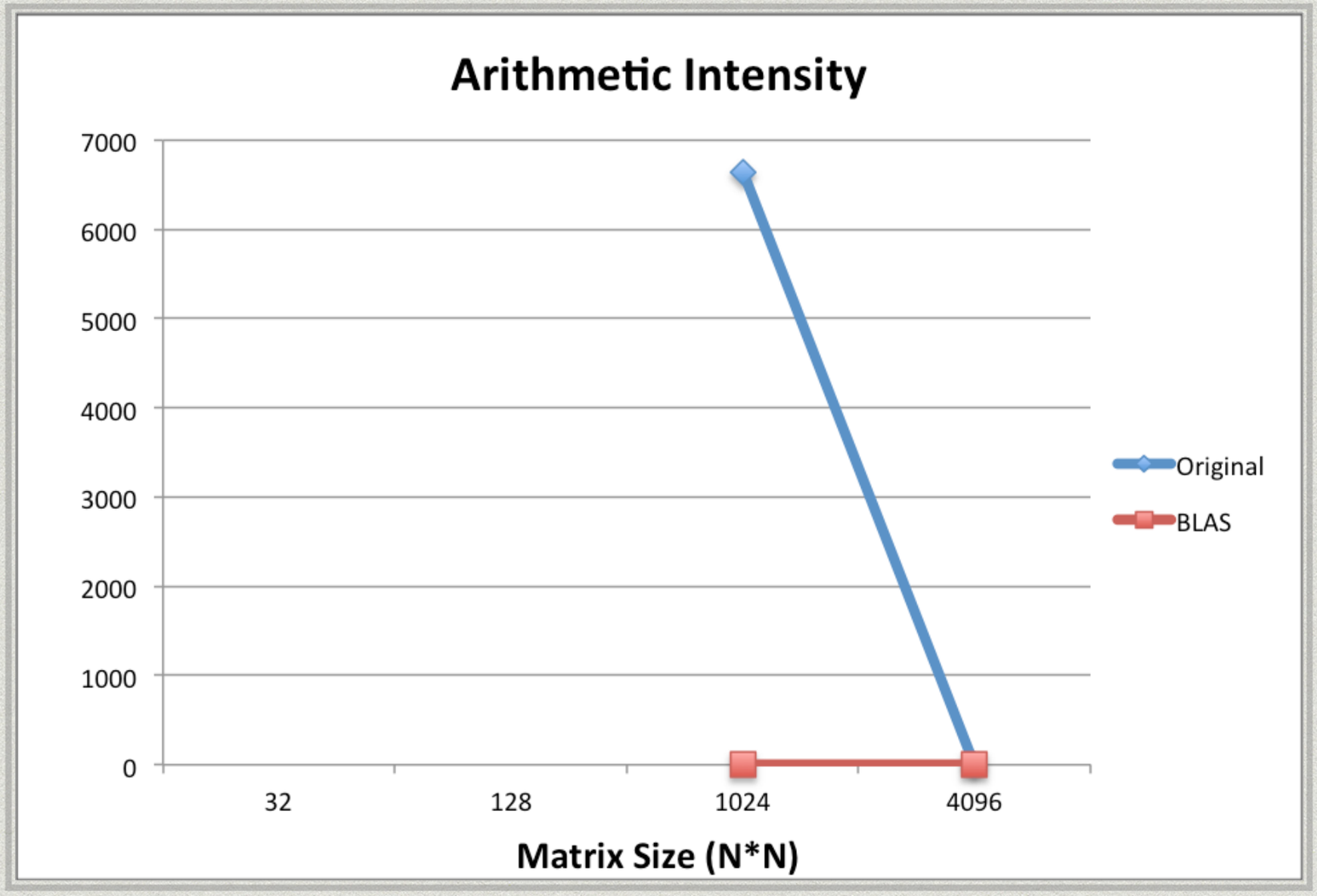
Arithmetic Intensity



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Useful Counters

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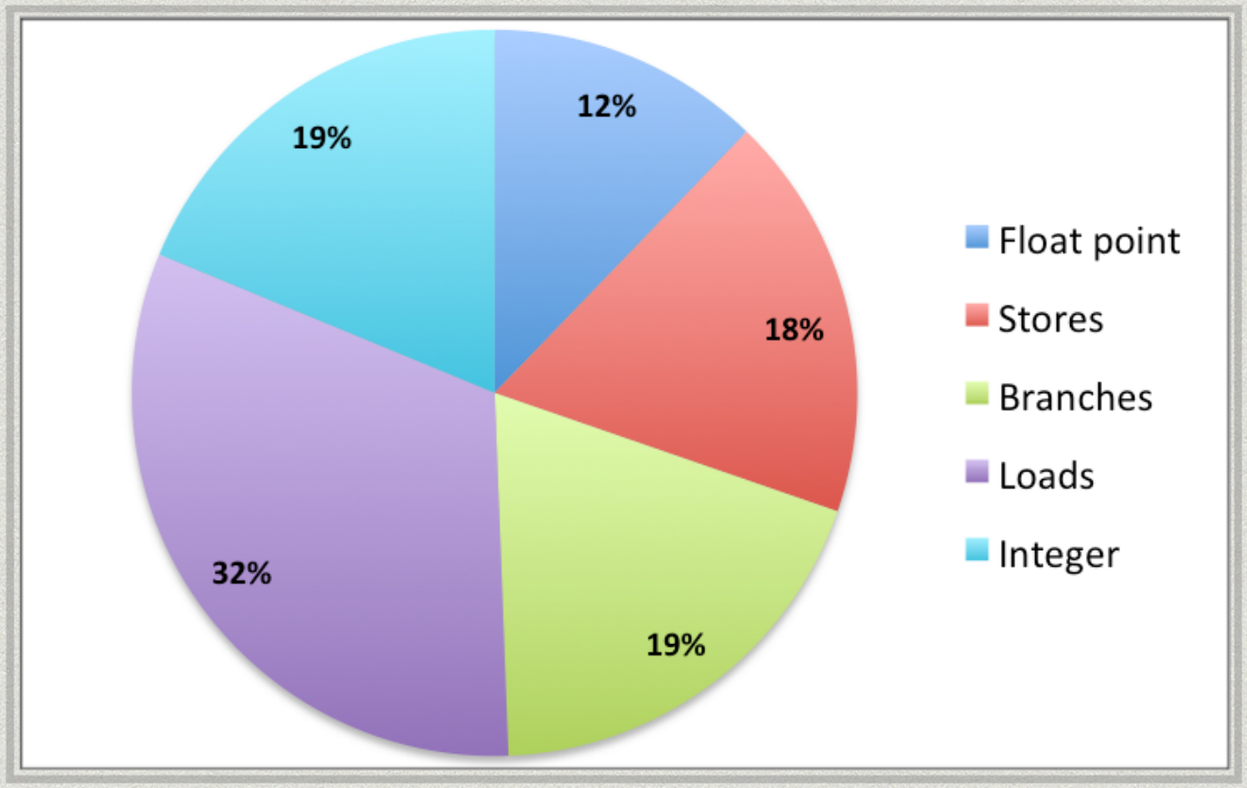
- Instruction mix
  - PAPI_FP_INS
  - PAPI_SR/LD_INS
  - PAPI_BR_INS
  - PAPI_SP/DP_VEC



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- Instruction mix
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  - PAPI_TOT_INS

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- FLOPS and operational intensity
  - PAPI_FP_OPS
  - PAPI_SP/DP_OPS
  - PAPI_TOT_INS
- Cache behaviour and bytes transferred
  - PAPI_L1/2/3_TCM
  - PAPI_L1_TCA

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- Automatise the measurement process
  - With scripting/C++ coding
  - Using 3rd party tools that resort to PAPI
    - PerfSuite
    - HPCToolkit
    - TAU
    - **VTune**

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    - PerfSuite
    - HPCToolkit
    - TAU
    - **VTune**
- Available for Java and on virtual machines

Compiling and Running the Code

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- Code compilation

  g++ -O3 c.cpp -lpapi

Hands-on

- Assess the available counters on a node (interactive qsub)
  - qsub -I -qmei -lnodes=1,walltime=10:00
- Perform the FLOPs and miss rate measurements interactively
  - https://bitbucket.org/ampereira/papi/downloads

References

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