Arm Forge
Debugging and Optimization Tools for HPC

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Arm Forge

An interoperable toolkit for debugging and profiling

Commercially supported by Arm

Fully Scalable

Very user-friendly

The de-facto standard for HPC development

- Most widely-used debugging and profiling suite in HPC
- Fully supported by Arm on Intel, AMD, Arm, IBM Power, Nvidia GPUs, etc.

State-of-the art debugging and profiling capabilities

- Powerful and in-depth error detection mechanisms (including memory debugging)
- Sampling-based profiler to identify and understand bottlenecks
- Available at any scale (from serial to petaflopic applications)

Easy to use by everyone

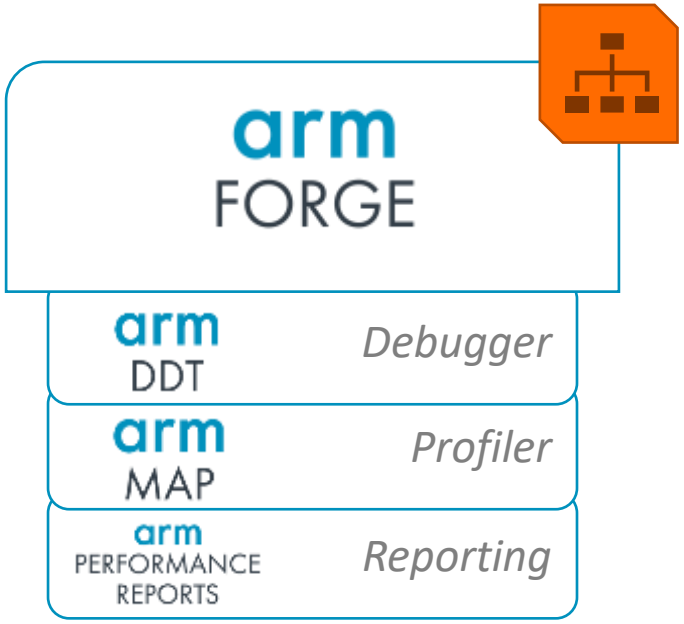
- Unique capabilities to simplify remote interactive sessions
- Innovative approach to present quintessential information to users

HPC Development Solutions from Arm

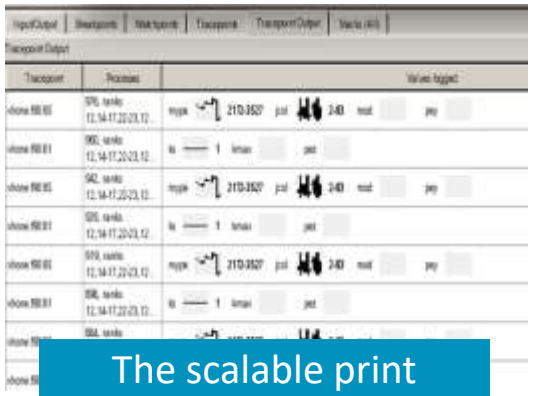
Best in class commercially supported tools for Linux and high-performance computing

Performance Engineering

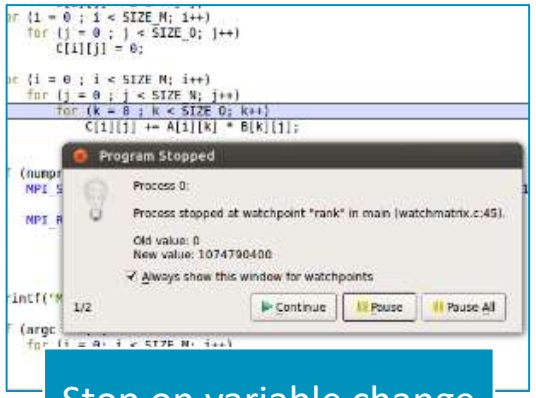
for any architecture, at any scale



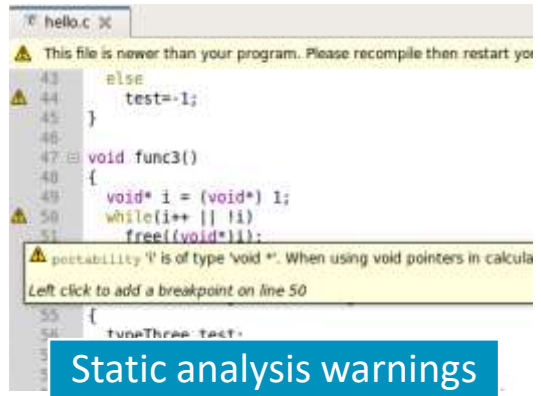
DDT Debugger Highlights



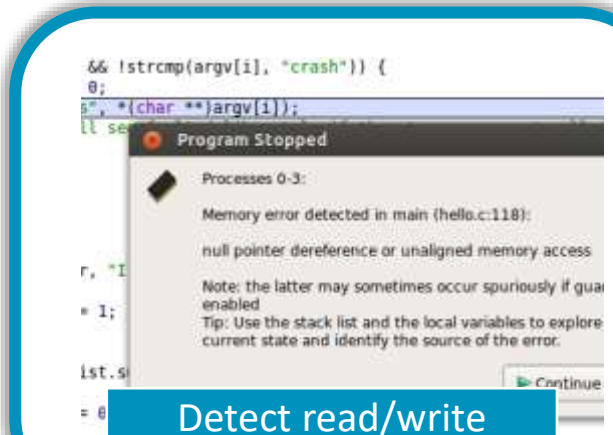
The scalable print alternative



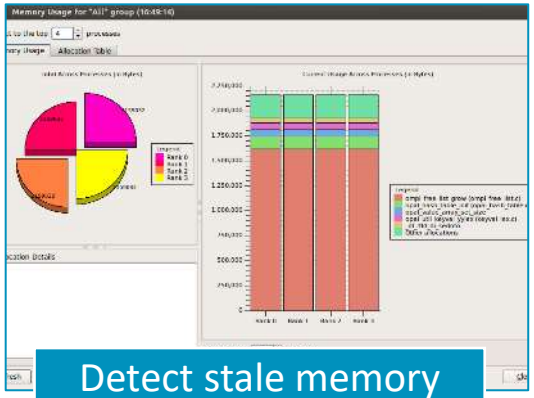
Stop on variable change



Static analysis warnings on code errors



Detect read/write beyond array bounds



Detect stale memory allocations

9 Step guide: optimizing high performance applications

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Improving the efficiency of your parallel software holds the key to solving more complex research problems faster. This pragmatic, 9 Step best practice guide will help you identify and focus on application readiness, bottlenecks and optimizations one step at a time.

1 Bugs

- ✓ Correct application.

2 Analyze before you optimize

- ✓ Measure all performance aspects. You can't fix what you can't see.
- ✓ Prefer real workloads over artificial tests.

3 I/O

- ✓ Discover lines of code spending a long time in I/O.
- ✓ Trace and debug slow access patterns.

4 Workload

- ✓ Detect issues with balance.
- ✓ Slow communication calls and processes. Dive into partitioning code.

5 Communication

- ✓ Track communication performance.
- ✓ Discover which communication calls are slow and why.

6 Memory

- ✓ Reveal lines of code bottlenecked by memory access times.
- ✓ Trace allocation and use of hot data structures.

7 Cores

- ✓ Discover synchonization overhead and core utilization.
- ✓ Synchronization-heavy code and implicit barriers are revealed.

8 Vectorization

- ✓ Understand numerical intensity and vectorization level.
- ✓ Hot loops, unvectorized code and GPU performance revealed.

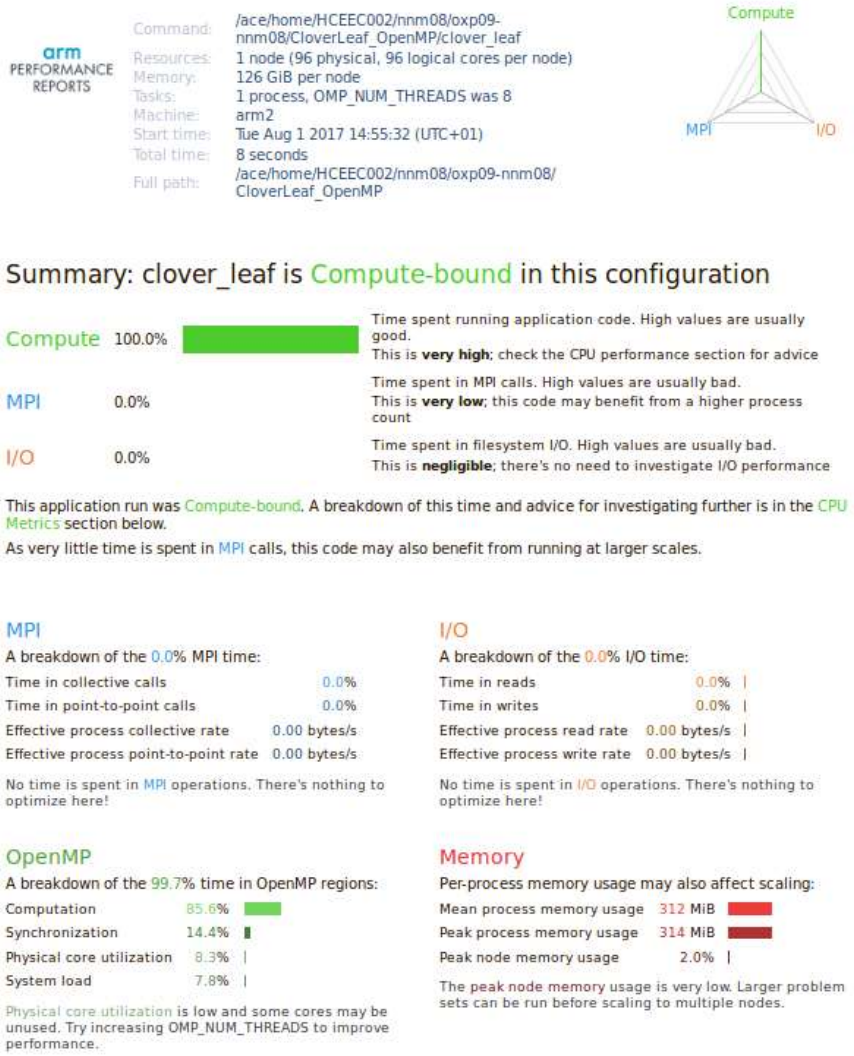
9 Verification

- ✓ Validate corrections and optimal Performance.

Key:

- ✓ arm PERFORMANCE REPORTS
- ✓ arm FORGE

Arm Performance Reports



arm PERFORMANCE REPORTS

Command: /ace/home/HCEEC002/nnm08/oxp09-nnm08/CloverLeaf_OpenMP/clover_leaf
Resources: 1 node (96 physical, 96 logical cores per node)
Memory: 126 GiB per node
Tasks: 1 process, OMP_NUM_THREADS was 8
Machine: arm2
Start time: Tue Aug 1 2017 14:55:32 (UTC+01)
Total time: 8 seconds
Full path: /ace/home/HCEEC002/nnm08/oxp09-nnm08/CloverLeaf_OpenMP

Summary: clover_leaf is Compute-bound in this configuration

Compute 100.0% — Time spent running application code. High values are usually good. This is **very high**; check the CPU performance section for advice

MPI 0.0% — Time spent in MPI calls. High values are usually bad. This is **very low**; this code may benefit from a higher process count

I/O 0.0% — Time spent in filesystem I/O. High values are usually bad. This is **negligible**; there's no need to investigate I/O performance

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

As very little time is spent in MPI calls, this code may also benefit from running at larger scales.

MPI

A breakdown of the 0.0% MPI time:

Time in collective calls	0.0%
Time in point-to-point calls	0.0%
Effective process collective rate	0.00 bytes/s
Effective process point-to-point rate	0.00 bytes/s

No time is spent in MPI operations. There's nothing to optimize here!

I/O

A breakdown of the 0.0% I/O time:

Time in reads	0.0%
Time in writes	0.0%
Effective process read rate	0.00 bytes/s
Effective process write rate	0.00 bytes/s

No time is spent in I/O operations. There's nothing to optimize here!

OpenMP

A breakdown of the 99.7% time in OpenMP regions:

Computation	85.6%
Synchronization	14.4%
Physical core utilization	8.3%
System load	7.8%

Physical core utilization is low and some cores may be unused. Try increasing OMP_NUM_THREADS to improve performance.

Memory

Per-process memory usage may also affect scaling:

Mean process memory usage	312 MiB
Peak process memory usage	314 MiB
Peak node memory usage	2.0%

The peak node memory usage is very low. Larger problem sets can be run before scaling to multiple nodes.

- No source code needed
- Less than 5% runtime overhead
- Fully scalable
- Run regularly – or in regression tests
- Explicit and usable output

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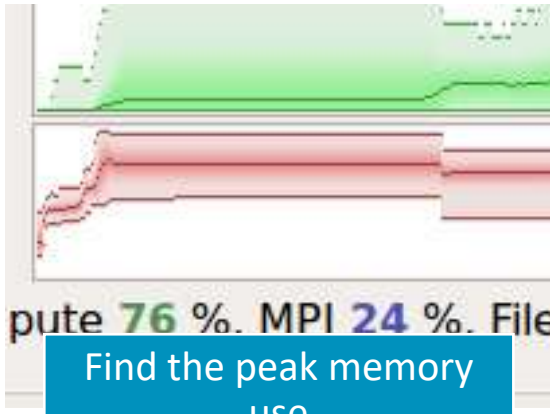
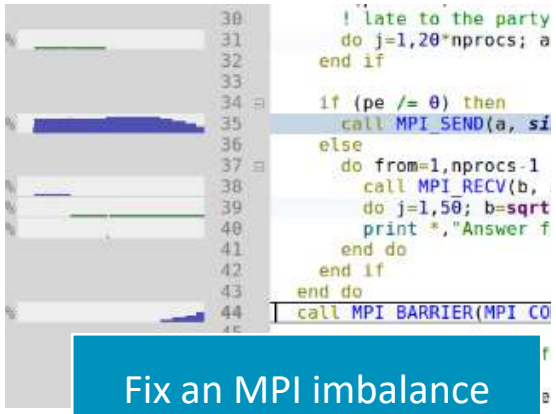
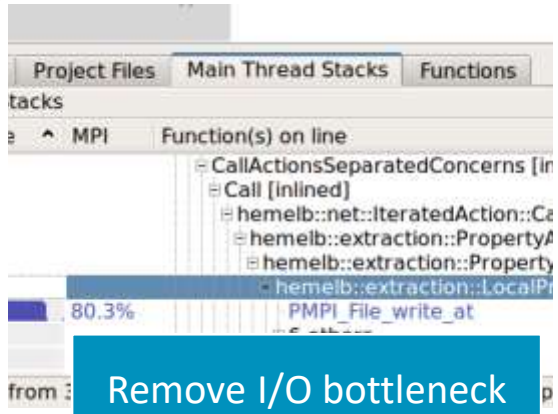
MAP Source Code Profiler Highlights



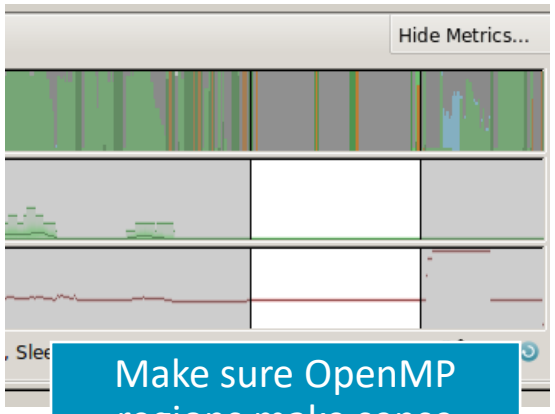
Find the peak memory use



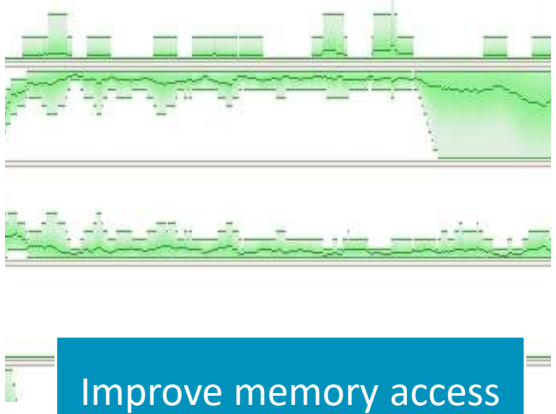
Fix an MPI imbalance



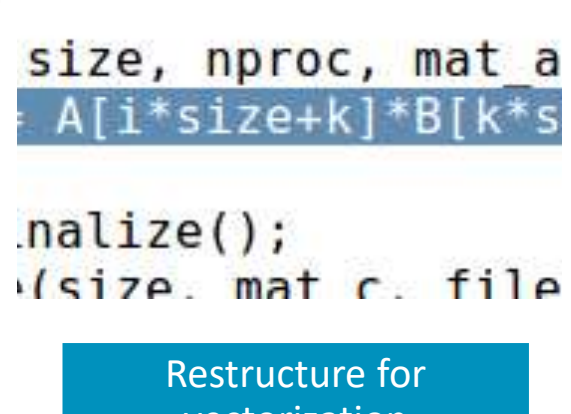
Remove I/O bottleneck



Make sure OpenMP regions make sense



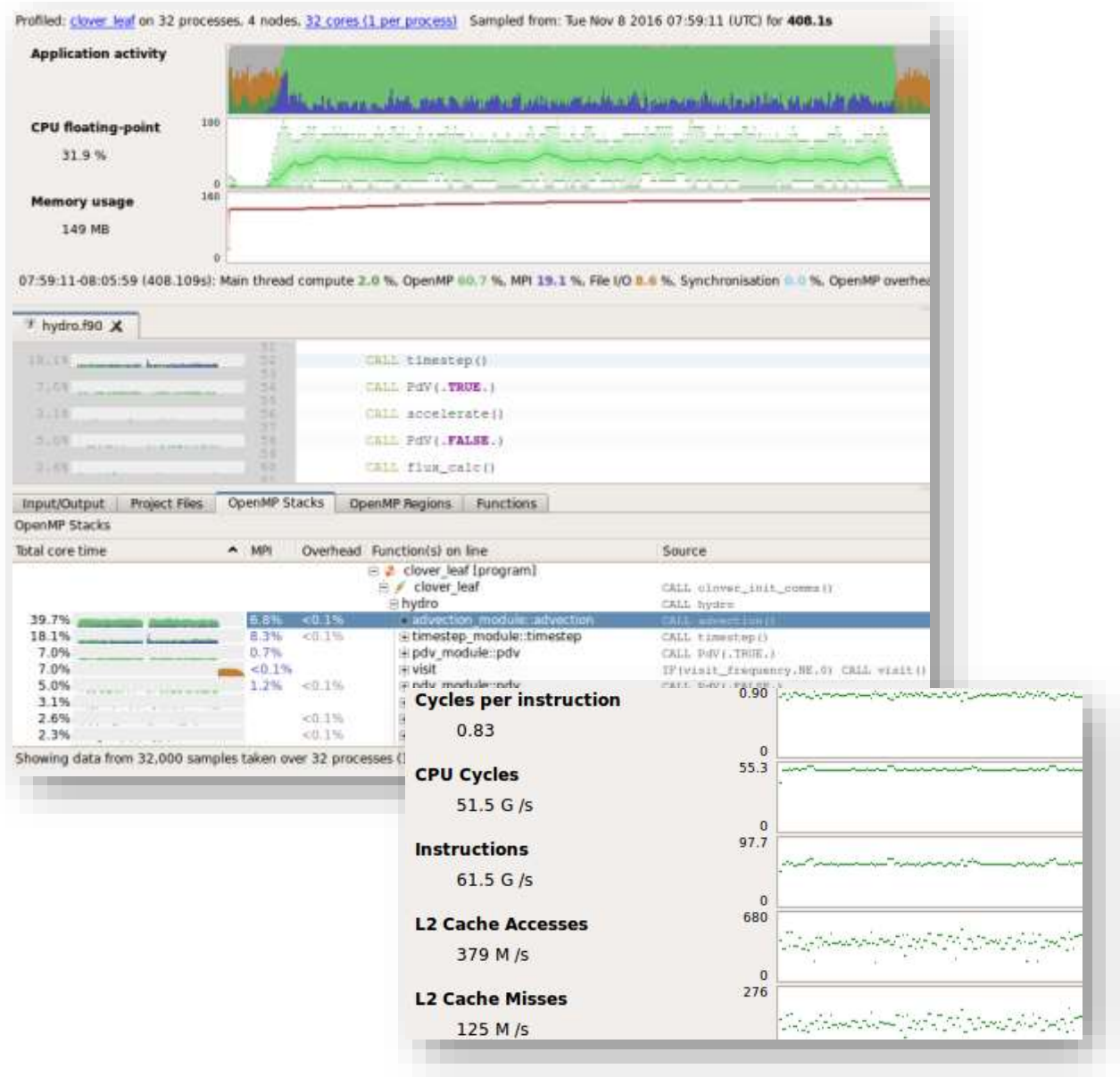
Improve memory access



Restructure for vectorization

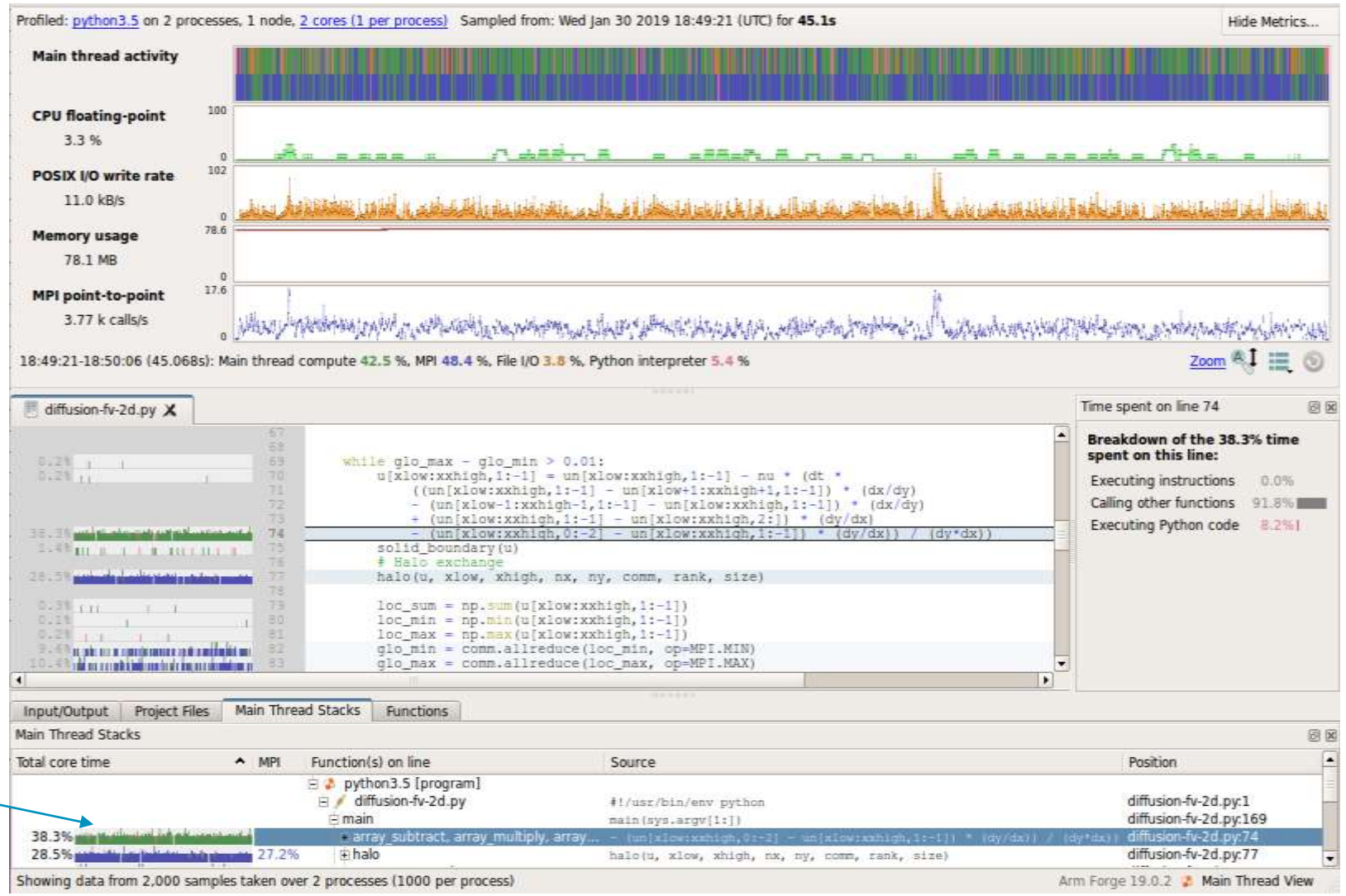
MAP Capabilities

- MAP is a sampling based scalable profiler
  - Built on same framework as DDT
  - Parallel support for MPI, OpenMP, CUDA
  - Designed for C/C++/Fortran
- Designed for ‘hot-spot’ analysis
  - Stack traces
  - Augmented with performance metrics
- Adaptive sampling rate
  - Throws data away – 1,000 samples per process
  - Low overhead, scalable and small file size



Python Profiling

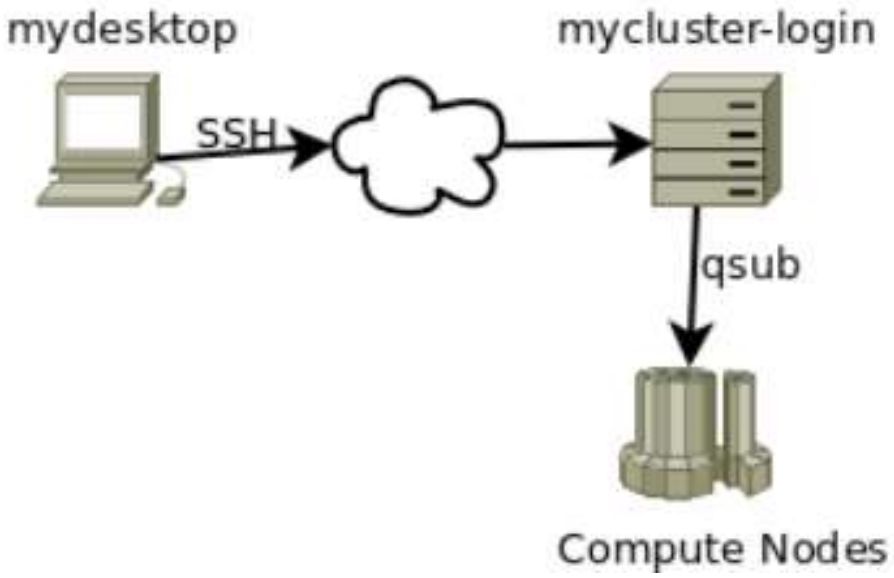
- 19.0 adds support for Python
  - Call stacks
  - Time in interpreter
- Works with MPI4PY
  - Usual MAP metrics
- Source code view
  - Mixed language support



Note: Green as operation is on numpy array, so backed by C routine, not Python (which would be pink)

```
map --profile jsrun -n 2 python3 ./diffusion-fv-2d.py
```

‘WFH Technology’, … Remote Connect



https://developer.arm.com/docs/101136/latest/arm-forge/connecting-to-a-remote-system

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Forge Follow Up Materials

Getting started videos,
https://developer.arm.com/tools-and-software/server-and-hpc/arm-architecture-tools/arm-forge/videos

Offline debugging blogs,
https://community.arm.com/developer/tools-software/hpc/b/hpc-blog/posts/debugging-while-you-sleep
https://community.arm.com/developer/tools-software/hpc/b/hpc-blog/posts/more-debugging-while-you-sleep-with-ddt

Topic specific Arm HPC webinars,
https://developer.arm.com/tools-and-software/server-and-hpc/arm-architecture-tools/training/arm-hpc-tools-webinars

Python specific references
https://developer.arm.com/documentation/101136/2102/DDT/Get-started-with-DDT/Python-debugging
https://developer.arm.com/documentation/101136/2102/MAP/Python-profiling

Arm Forge Overview Recorded for the SC Student Cluster Competition
https://www.youtube.com/watch?v=Pe2WDJR2cTg&t=13s

Debugging methodology presentation at Nvidia GTC
https://www.nvidia.com/en-us/on-demand/session/gtcspring22-s41737/

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