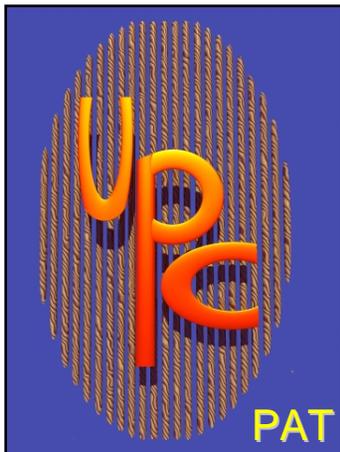




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UPC Performance Tool Interface



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Motivation for Tool Interface

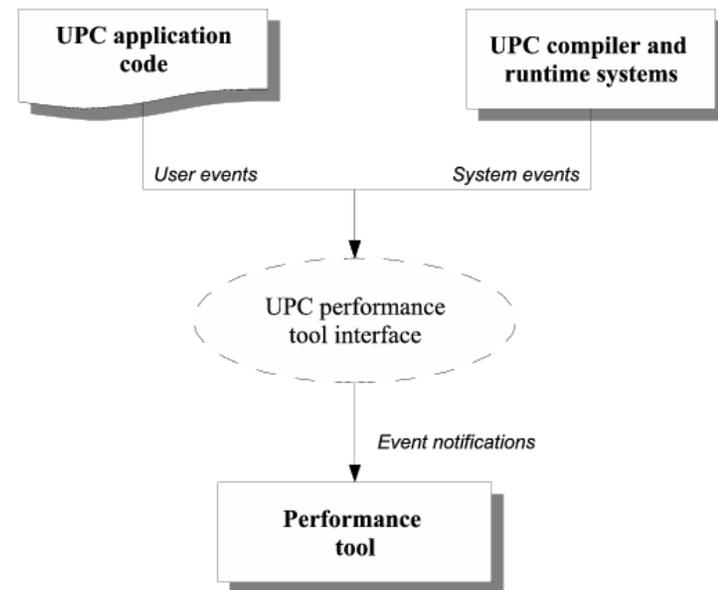


- UPC performance
 - Can be comparable with MPI code
 - But, generally requires hand tuning
- No performance tool support for UPC programs. Why?
 - New language, but...
 - Complicated compilers
 - Several different implementation strategies
 - Direct compilation (GCC-UPC, Cray)
 - Library approach (Berkeley w/GASNET, MTU UPC, HP)
 - “Wrappers” and binary instrumentation must be handled on a compiler-by-compiler basis
 - One-sided memory operations
 - Relaxed memory model, compiler optimizations/reorganization
 - Direct source instrumentation not accurate enough!

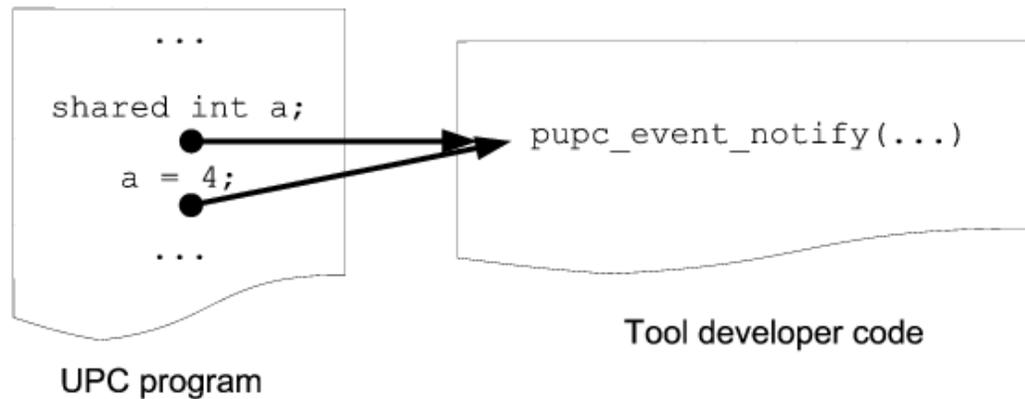


Proposed Interface

- Event-based interface
 - UPC compiler/runtime communicate with performance tools using standard interface
 - Performance tool is notified when certain actions happen at runtime
- Notification structure
 - Function “callback” to tool developer code
 - Use a single function name
 - Pass in event ID and source code location
 - Use `varargs` for rest of arguments (like `printf`)
 - Notifications can come from compiler/runtime (system events) or from code (user events)
 - Callback has to be threadsafe, re-entrant



(Very) Simple Example



```
enum pupc_event_type {pupc_event_type_start, pupc_event_type_end,  
                      pupc_event_type_atomic};  
  
void pupc_event_notify(  
    unsigned int event_id,  
    enum pupc_event_type event_type,  
    const char* source_file,  
    unsigned int source_line,  
    unsigned int source_col,  
    ...);
```

Event ID Conventions

- Assumption: 32-bit, unsigned integer
- System-level events
 - Events that arise from actions defined in spec
 - Convention shown right
 - Range: 0x00000000 to 0x5FFFFFFF
- Implementation-specific events
 - Defined by implementation
 - Useful for software cache miss events, etc
 - Range: 0x60000000 to 0xBFFFFFFF
- User-level events
 - Users obtain identifiers from tool at runtime with `pupc_create_event(const char* name)`
 - Used for marking phases or basic blocks of a program's computation
 - Range: 0xC0000000 to 0xFFFFFFFF

0x03 0007 00

Group Action Type

Example system event:

Group 3 = library event

Action 7 = upc_memcpy

Type 0 = executed

Defined System Events

- Startup and shutdown (group 0)
 - Initialization called by each UPC thread after UPC runtime has been initialized
 - Exit called before all threads stop (two types of events: collective exit & non-collective exit)
- Synchronization (group 1)
 - Fence, notify, wait, barrier start/end
- Work sharing (group 2)
 - Forall start/end
- Library events (group 3)
 - Lock functions & string functions start/end, etc

Defined System Events (2)

- Direct shared variable access (group 4)
 - Two sets of get/put events for relaxed and strict memory accesses
- **Function entry/exit (group 5)**
 - Events occur at the beginning and end of every user function
- Collective events (group 6)
 - Events for all collective routines defined in spec
- All system events have symbolic names defined in pupc.h (along with prototypes for all tool interface functions)
- For complete list and details of each event, see proposal at
<http://www.hcs.ufl.edu/upc/upctoolint/>

System Events Sample Table: Synchronization

Symbolic name	Event identifier	vararg arguments
PUPC_NOTIFY	0x01000000	<code>int</code> named, <code>int</code> expr
PUPC_WAIT	0x01000100	<code>int</code> named, <code>int</code> expr
PUPC_BARRIER	0x01000200	<code>int</code> named, <code>int</code> expr
PUPC_FENCE	0x01000300	(none)

Table 2: Synchronization events

Instrumentation & Measurement Control



- Need to control overhead of instrumentation for interface
- `--profile` flag
 - Instructs compiler to instrument all events for use with performance tool
 - Compiler should instrument all events, except
 - Shared local accesses
 - Accesses that have been privatized through optimizations
- `--profile-local` flag
 - Instruments everything as in `--profile`, but also includes shared local accesses
- `#pragma pupc [on / off]` directive
 - Controls instrumentation during compile time, only has effect when `--profile` or `--profile-local` have been used
 - Instructs compiler to avoid instrumentation for specific regions of code, if possible
- `pupc_control(int on);` function call
 - Controls measurement during runtime done by performance tool

Tool Access to High-Resolution Timers

- UPC runtime library provides functions to access hardware timers (if available)
- Not a globally synchronized timer, but locally consistent to each thread
- Modelled directly after Berkeley UPC timers
- Get abstract “ticks”, convert to microseconds
- Prototypes:

```
pupc_tick_t pupc_ticks_now();  
uint64_t pupc_ticks_to_us(pupc_tick_t ticks);  
double pupc_tick_granularityus();  
double pupc_tick_overheadus();  
#define PUPC_TICK_MAX ..., #define PUPC_TICK_MIN ...
```

Open Issues



- Column number argument in callback
 - Used to differentiate two statements on a single line
 - But,
 - Available in most systems?
 - Users can split statement, or figure out indirectly what events are from what
 - Suggestion: keep column number, systems that don't support pass in 0
- No direct support for sampling
 - Can use interface directly and keep data structures in memory, then sample those using timer
 - Higher overhead than sampling available structures from runtime directly

Open Issues (2)



- Lines containing multiple events
 - Tools should expect multiple events to come from a single line
 - e.g., `shared int a; shared int b; a = b + b + (++a);`
 - Ideally, should receive an event for each remote get/put
 - Will this limit or change source-to-source translations?
- User function entry/exit points
 - Potential for very high overhead
 - What about mixing in C/MPI code?
 - Can examine stack and relate addresses to source functions, but requires platform-specific code
 - Examining just stack means more instrumentation required for profiling tools

Open Issues (3)



- One-sided RMA events
 - Which thread should get a notification that a remote get/put is starting on the other side, if any?
 - What about relaxed model + nonblocking communication that blocks at fences/barriers?
 - Need a systematic way for creating implementation-specific events
- Non-collective exits
 - Distributed systems (like BUPC) can't guarantee that non-collective exits will be propagated and all threads will receive an exit event
 - Non-collective exits can cause incomplete data due to buffering, unless guards are in place
 - Suggestion: Require users to avoid non-collective exits for profiling runs (reasonable)

Open Issues (4)



- What code is compiled by a UPC compiler?
 - In proposal, tool developer code (`pupc_event_notify` et. al) is compiled by UPC compiler with no `--profile` flag
 - Some compilers might not support `varargs` in UPC code
 - Potential solution: C `pupc_event_notify` function that makes upcalls to UPC code
 - Need way of passing shared void* from C to UPC though!
- Efficient access to MYTHREAD on pthreaded systems
 - How to access MYTHREAD (in TLS) efficiently?
 - How to access at all if C `pupc_event_notify` is used?
 - Suggestion: have `PUPC_INIT` return context pointer that gets passed in on all subsequent profile callbacks

Questions, Comments, Suggestions?

- What can I do to get you into this UPC performance tool interface today?



Changes From Last Proposal (v1.1 to now)

- No source location structs, pass file information directly in callback
- Inclusion of collective event ID category
- New event type argument in callback: start, stop, atomic
 - Halves number of event IDs required
- User-level events
 - Function is now `pupc_user_event()` and also includes event type
 - No more user function events
 - Extra arguments are meant to be used as in `printf`:
 - `pupc_create_event("Step", "%d %f")`
 - `pupc_user_event(i, f);`
- Different flags for instrumentation control
- Timers not "global timer"