

Performance Analysis Scalability on PajeNG

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Context

- ▶ Large computational systems
 - ▶ High performance computing
 - ▶ Large distributed systems
- ▶ Large parallel and distributed applications
 - ▶ In space: thousands (or even millions) of processes
 - ▶ In time: many events

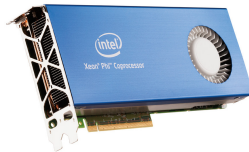
Large computational systems



Milkyway-2, 3.12 M
cores



Tesla K40, 2888 cores



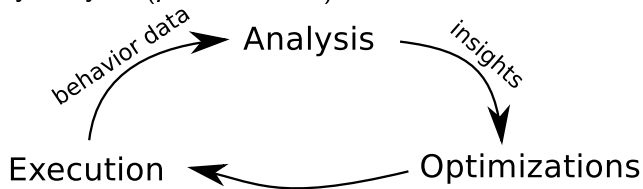
Xeon Phi, 61 cores



MPPA, 256 cores

Performance analysis

- ▶ Run applications faster considering platform constraints
- ▶ Performance analysis cycle (*post-mortem*)



- ▶ Reproducibility (Provenance)
- ▶ Clock synchronisation
- ▶ Indeterminism
- ▶ Intrusion
- ▶ Strategies for behavior data collection
 - ▶ Sampling, Profiling
 - ▶ **Tracing** (important events registered during runtime)

Challenges and motivation

- ▶ Large-scale applications
 - ▶ Supercomputers with more than 3 millions cores
 - ▶ Exascale expectation → **billions of cores**
- ▶ Low-intrusion tracing techniques
 - ▶ Buffering, hardware support

Space/Time trace size explosion

- ▶ **Ondes3D**: Seismic wave propagation in 3D
 - ▶ 32p, 50s run, 100K events
- ▶ **LU.A.32**: Lower-upper gauss-seidel solver
 - ▶ 32p, 4.79s run, about 7 million events (142 Mbytes raw)
- ▶ **Naïve Particle Simulator**: (BSP-based) quadratic impl.
 - ▶ 32p, 6.26s run, about 200 million events (2.5 Gbytes)

- ▶ “Big Data” problem

How to extract useful knowledge from traces?

- ▶ Combination of
 - ▶ Scalable analysis software system
 - ▶ Well-defined analysis methods

- ▶ PajeNG

Outline

Context and motivation

What is PajeNG?

Technical efforts

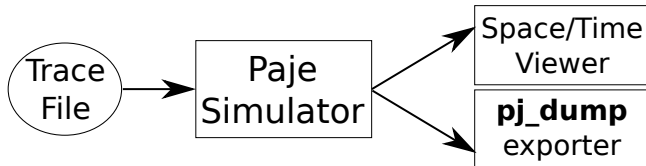
Analysis methods

Intl. Cooperation

Conclusion

What is PajeNG?

- ▶ **PajeNG** → Paje Next Generation
 - ▶ Complete re-write in C++ of the original Paje
 - ▶ Free software, GPL'ed, component-based implementation
 - ▶ Available at <http://github.com/schnorr/pajeng/>
- ▶ Generic framework for performance analysis
 - ▶ Open and extensible trace file format
- ▶ Features and components
 - ▶ Trace event simulator (PajeSimulator)
 - ▶ Space/Time visualization tool
 - ▶ Unix-like tools (dump, extract, export)



Research general overview (around PajeNG)

- ▶ Technical
 - ▶ Binary file format
 - ▶ Parallelization and distribution
- ▶ Analysis methods
 - ▶ Spatio/Temporal aggregation
 - ▶ Trace visualization
 - ▶ Trace comparison
 - ▶ Automatic analysis

PajeNG

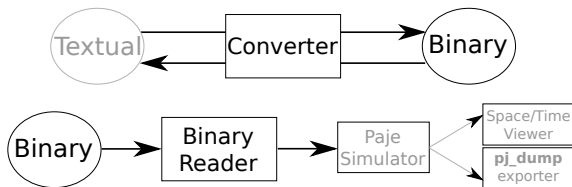
Technical efforts

Binary file format (by undergrad Vinicius H.)

- ▶ Original Paje file format is textual
 - ▶ Very large trace files
 - ▶ Particle Simulator – 7 secs – 8.8 GBytes
 - ▶ NAS.CG.A.64 – 20 secs – 2 GBytes
 - ▶ NAS.LU.B.64 – 310 secs – 750 Mbytes
 - ▶ Takes a lot of time to read and parse

Define a binary file format

- ▶ GNU Flex/Bison, libastro
- ▶ Improve the reading of large trace files

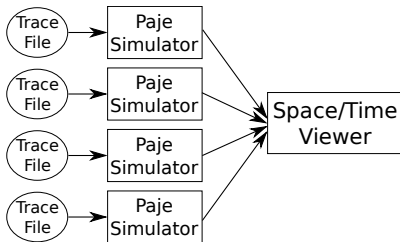


Parallel and distributed PajeNG (By grad Jonas K.)

- ▶ Paje simulator recreates the parallel application state
 - ▶ Takes each registered event and replay its effect
- ▶ **Problem:** simulator is sequential, not scalable
 - ▶ Single trace file as input
 - ▶ Events are simulated one by one

Distribute PajeNG

- ▶ Use the distributed platform for the analysis



PajeNG

Analysis methods

Trace comparison (by undergrad Alef F.)

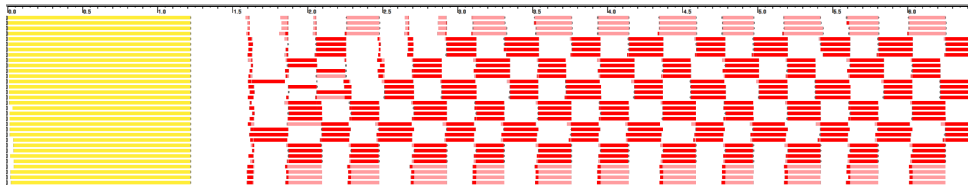
- ▶ Performance optimization cycle
 - ▶ Execution $\rightarrow$ perf. analysis $\rightarrow$ optimization $\rightarrow \dots$
 - ▶ **Compare traces** from different runs is useful
 - ▶ Confirm if an optimization is effective
- ▶ Related work
 - ▶ DNA alignment, process to process (Vampir)
 - ▶ Lack of global comparison and visualization

Propose a **global trace comparison** methodology

- ▶ Should we use the same bio-inspired algorithm?
 - ▶ Original Needleman–Wunsch algorithm?
 - ▶ Optimization in the form of the Hirschberg's algorithm
- ▶ Propose a global comparison algorithm
- ▶ Diff visualization

Trace visualization

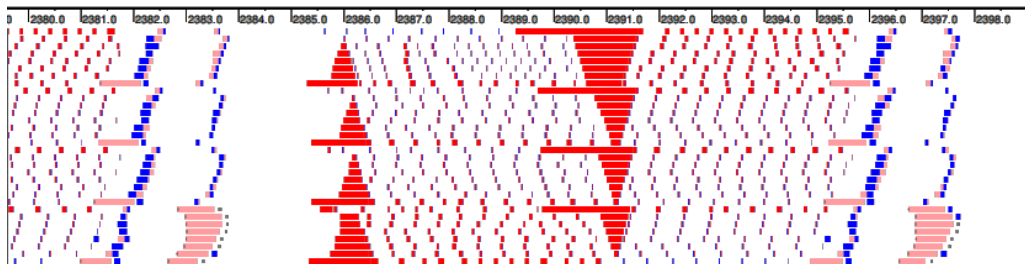
- ▶ Create a visual representation of the traces
 - ▶ **Interactive** investigation
- ▶ Traditional technique: a space/time representation
 - ▶ Vertical axis → Processes (the observed entities)
 - ▶ Horizontal axis → Time (their behavior along time)
 - ▶ Causality check



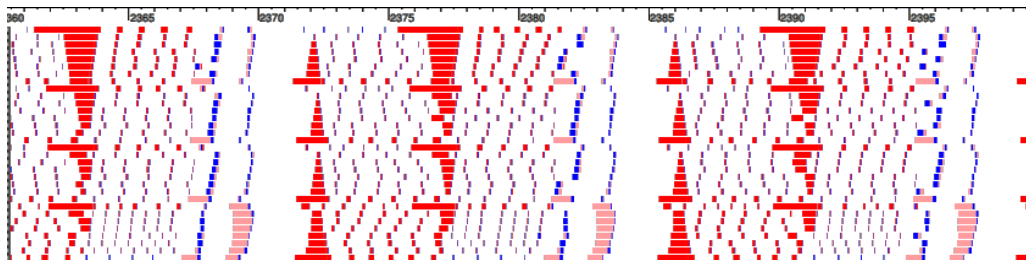
Space/Time view - The Sweep3D case-study

- ▶ Sweep3D
 - ▶ “It solves a 1-group time-independent discrete ordinates (S_n) 3D cartesian (XYZ) geometry neutron transport problem.”
 - ▶ Very small messages, small states (millions of them)

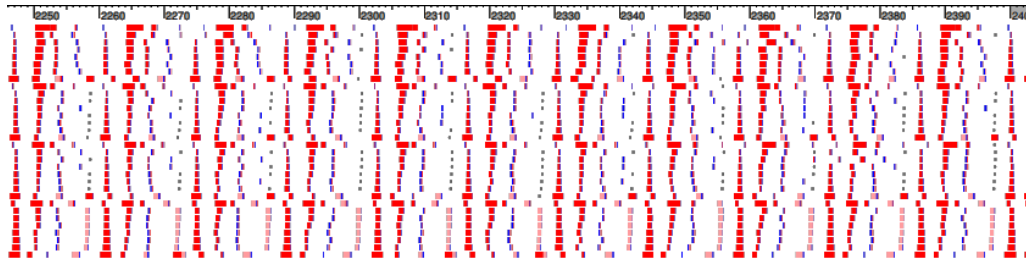
Sweep3D – maximum zoom



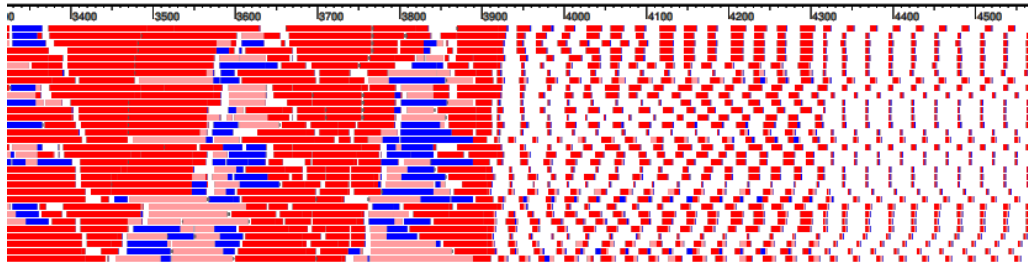
Sweep3D – zooming out 1



Sweep3D – zooming out 2

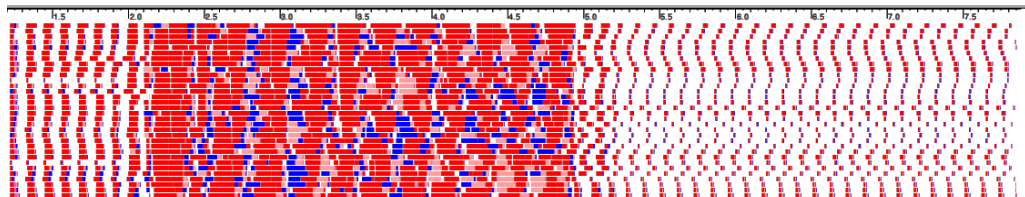


Sweep3D – zooming out 3 and right shift



Sweep3D – full execution

- Observe the synthetic perturbation



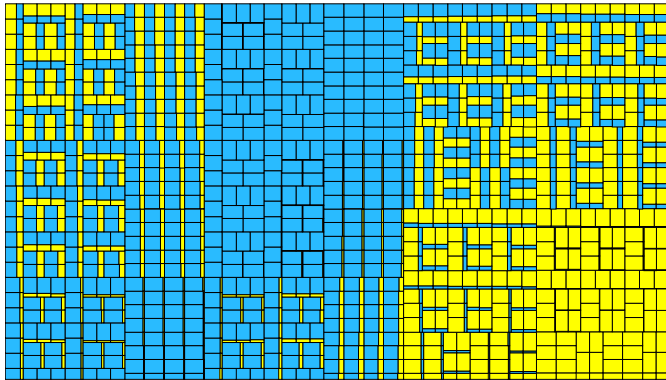
Problems with the space/time view

- Scales badly
 - horizontal *versus* vertical
- Platform topology?
 - It might explain a lot of application behavior

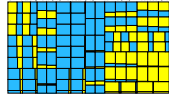
Squarified treemap view

- Observe outliers, differences of behavior
- Hierarchical aggregation

B Hierarchy: Site (10) - Cluster(10) - **Machine** (10) - Processor (100)



C Hierarchy: Site (10) - Cluster(10) - Machine (10) - Processor (100)

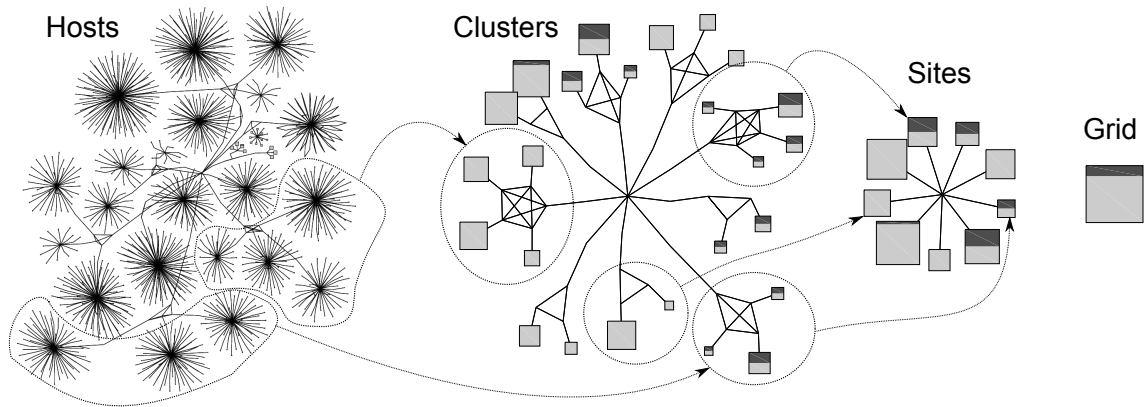


D Hierarchy: Site (10) - Cluster(10) - Machine (10) - Processor (100)



Hierarchical graph view

- ▶ Correlate application behavior to network topology
- ▶ Pin-point resource contention
 - ▶ Grid5000 platform topology, application on top



Temporal aggreg. evaluation (by PhD student Damien D.)

- Aggregation is a possible solution to scale the analysis
 - May mislead the analysis → smooth or hide behavior

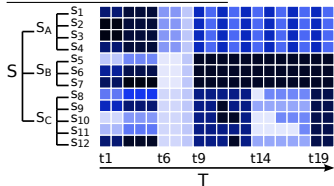
Using **entropy** to evaluate temporal aggregation

- Kullback-Leibler divergence
- Shannon entropy
- Example of NAS CG A 64

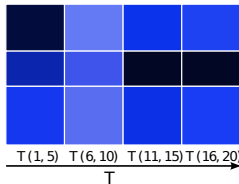


Spatio/Temporal aggr. eval. (by PhD student Damien D.)

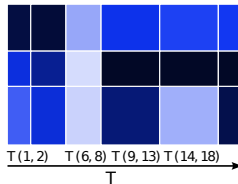
- ▶ Analyst looks for a tradeoff between
 - ▶ Information loss
 - ▶ Complexity reduction
- ▶ Spatio/Temporal aggregation evaluation



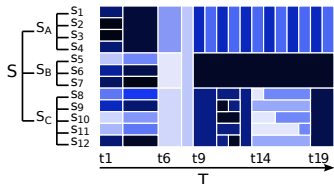
a. The microscopic model (12 resources and 20 microscopic time periods)



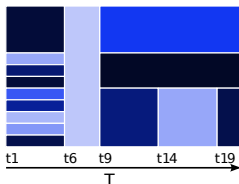
b. A non-optimal spatial and temporal aggregation (3 clusters and 4 time periods)



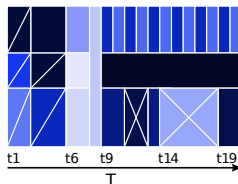
c. An optimal spatial and temporal aggregation (3 clusters and 6 time periods)



d. An optimal spatiotemporal aggregation (56 spatiotemporal areas)

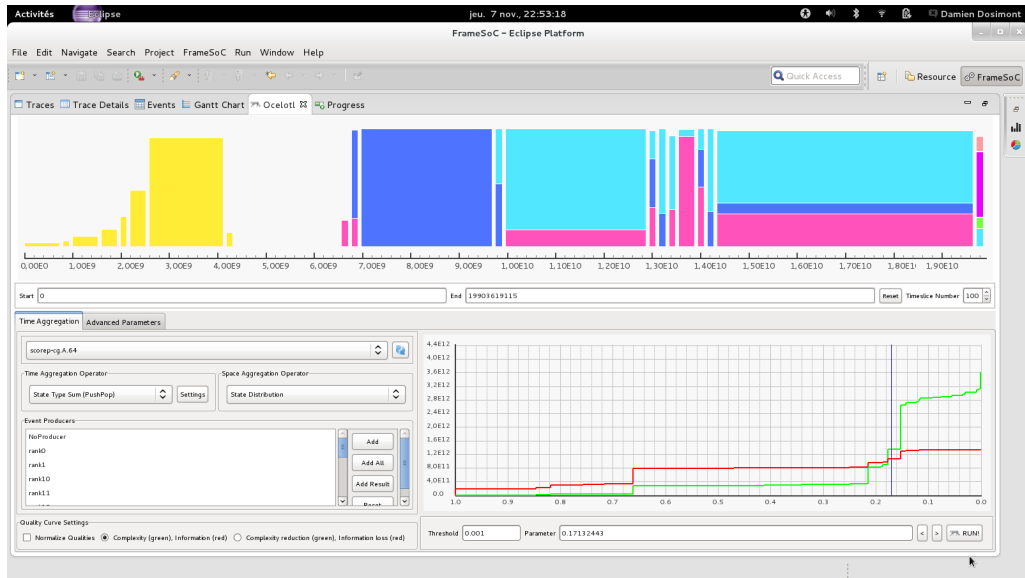


e. A higher-level spatiotemporal aggregation (15 spatiotemporal areas)



f. Visual aggregation of 3.d (21 data aggregates and 7 visual aggregates)

The Ocelot tool (by PhD student Damien D.)



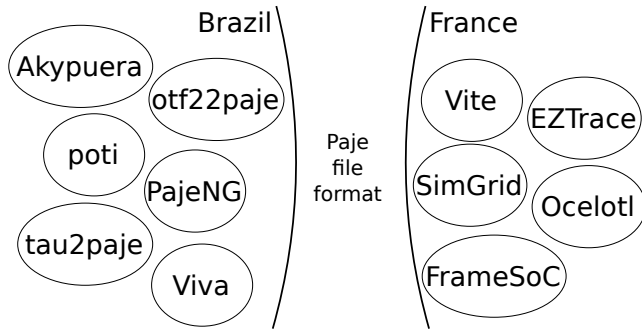
Automatic performance analysis (by grad Flavio A.)



Hang on
See Flavio's presentation in a moment

International cooperation

► Software panorama



► Scientific context

- ANR USS-SIMGRID and INFRA-SONGS projects
- LICIA Laboratory (INF/UFRGS with CNRS-LIG)
- ExaSE FAPERGS-Inria Equipe Associée (Mescal/Moais)

Conclusion

- ▶ Performance analysis scalability
 - ▶ Very hard to obtain
 - ▶ Technical
 - ▶ Theoretical
 - ▶ Multi-technique strategy, complementary
- ▶ Many cooperation possibilities
- ▶ Different scenarios
 - ▶ Application
 - ▶ Performance analysis

Thank you for your attention

- ▶ A Spatiotemporal Data Aggregation Technique for Performance Analysis of Large-scale Execution Traces. Damien Dosimont, Robin Larmarche-Perrin, Lucas Mello Schnorr, Guillaume Huard, Jean-Marc Vincent. Accepted for IEEE Cluster 2014.
- ▶ Interactive Analysis of Large Distributed Systems with Scalable Topology-based Visualization. Lucas Mello Schnorr, Arnaud Legrand, Jean-Marc Vincent. IEEE International Symposium on Performance Analysis of Systems and Software (ISPASS 2013).
- ▶ Visualizing more performance data than what fits on your screen. Lucas Mello Schnorr, Arnaud Legrand. The 6th International Parallel Tools Workshop. Springer. 2012.
- ▶ Detection and Analysis of Resource Usage Anomalies in Large Distributed Systems Through Multi-scale Visualization. Lucas Mello Schnorr, Arnaud Legrand, Jean-Marc Vincent. Concurrency and Computation: Practice and Experience. Wiley. 2012.
- ▶ A Hierarchical Aggregation Model to achieve Visualization Scalability in the analysis of Parallel Applications. Lucas Mello Schnorr, Guillaume Huard, Philippe Olivier Alexandre Navaux. Parallel Computing. Volume 38, Issue 3, March 2012, Pages 91-110.

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