

# PROFILING WITH INTEL VTUNE

Introduction

August 9, 2023 | Dr. Martin Errenst



### PROFILING WITH INTEL VTUNE



- Getting started with Intel VTune profiler
- What it is and when to use it.
- Be able to profile an application and start interpreting results

#### WHAT DOES VTUNE DO?



- Provides insight into application, for example
  - Find hotspots
  - Parallel performance
  - Find cache misses.

- ② Elapsed Time : 37.112s
- Dogical Core Utilization<sup>®</sup>:
   1.9% (1.630 out of 88) ▶
- Microarchitecture Usage<sup>®</sup>: 36.4% 
   of Pipeline Slots
- Memory Bound<sup>®</sup>: 12.5% of Pipeline Slots
- Vectorization<sup>®</sup>: 0.0% 
   of Packed FP Operations
- O PCIe Bandwidth : 0.007 GB/s

### WHAT IS VTUNE?

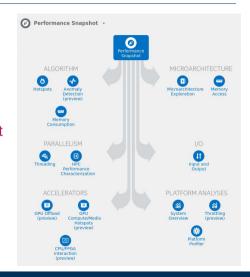


- Profiler for single- and multithreaded applications
  - Mostly "Node-level" profiling
  - CPUs, GPUs, FPGAs
  - Linux, Windows, Android, FreeBSD

#### **ANALYSIS TYPES**



- Multiple analysis types with different focus
  - Collect different data
  - Results focus on specific topic
  - May require specific kernel module and root
  - Varying execution/memory overhead
- Introduced overhead in single digit % range



### **HOW DOES IT WORK?**



- Event based sampling profiler
  - Regular sampling of performance counters during program execution
  - Attributing measurements to active program section
  - Statistical interpretation

### What are Hardware Events?

- Hardware counters in CPU
- Occurrence operations and conditions,
   e.g. cycles with cache misses
- Events are combined to summarizing metrics, e.g. "Memory Bound"



### WHEN TO USE IT?



- Start with an observation:
  - "My application is too slow on this machine"
  - "My applications behavior is strange sometimes" (dependent on #threads, memory usage, execution time)



### PREPARE MEASUREMENTS



- Find a suitable test case
  - As small as possible, as large as necessary
    - ⇒ Short iteration time in *optimization cycle*
  - Large examples can produce too much data
  - You can always sample small section in large examples

### **OPTIMIZATION CYCLE**



- 1. Observe issue (e.g. execution time too long)
- 2. Define test case
- 3. Profile test case & compare to previous result
- 4. Identify problematic section (difficult part!)
  - e.g. inefficient computing, throughput issues
- 5. Implement fix and go to 3.
  - Or break when happy

VTune helps here



# CREATING A FIRST PROFILE

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# PROFILING WITH INTEL VTUNE





- Assuming working installation of oneAPI, or the predecessor Parallel Studio
- Consult the oneAPI installation guide
- Look up in your cluster documentation or ask your administrator
- Usually sourcing a setup script or loading an environment module



# **USING THE KERNEL MODULE**



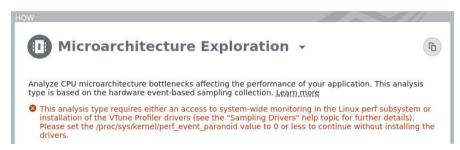
More detailed profiles

- Driverless profiling is possible, if Linux perf available
- Otherwise sampling driver required, e.g. for
  - Disabled perf collection by administrator
  - Too new hardware
  - Very old kernels
  - Non linux-systems
- Requires root permissions during installation





# VTune will tell you if it is not available!





### **USING THE KERNEL MODULE**



Self checker script

### Check if it works: <install-dir>/bin64/vtune-self-checker.sh

# [...]

The system is ready for the following analyses:

- \* Performance Snapshot
- \* Hotspots and Threading with user-mode sampling
- \* Hotspots with HW event-based sampling, HPC Performance Characterization, etc.
- \* Microarchitecture Exploration
- \* Memory Access
- \* Hotspots with HW event-based sampling and call stacks
- \* Threading with HW event-based sampling

The following analyses have failed on the system:

- \* GPU Compute/Media Hotspots (characterization mode)
- \* GPU Compute/Media Hotspots (source analysis mode)

### **COMPILING THE CODE**

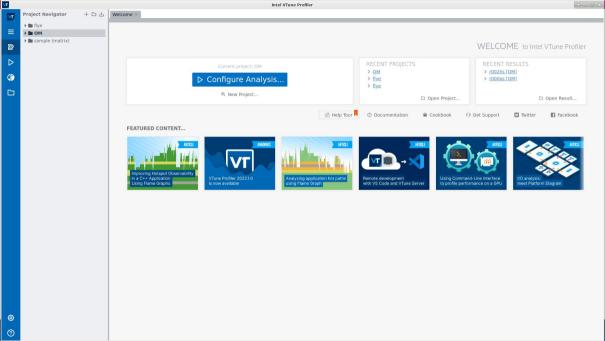


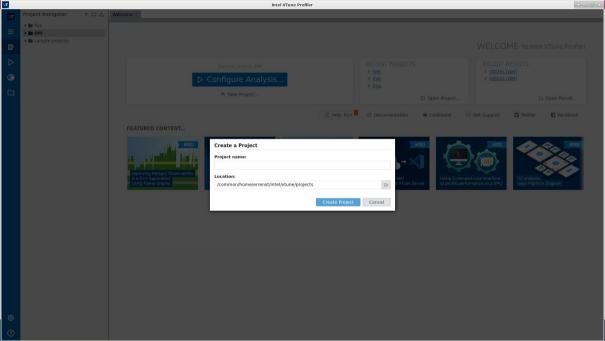
- Use -g to generate debug information
  - Allows for association between metrics and source code
- Release build to measure the real thing
  - E.g. RelwithDebInfo in CMake projects
- Build with Intel instructions

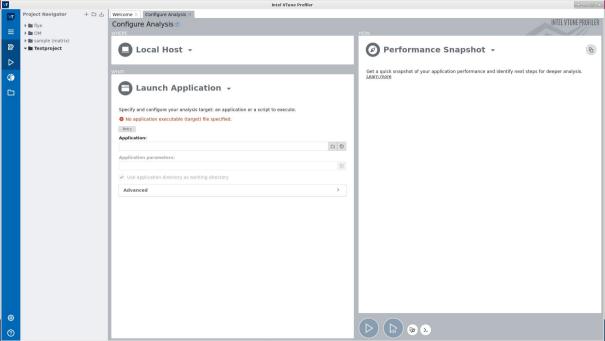


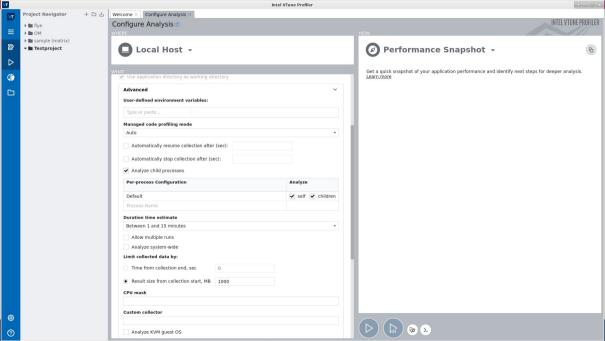
- Start VTune with vtune-qui
- Setup new project
- Select application and analysis type

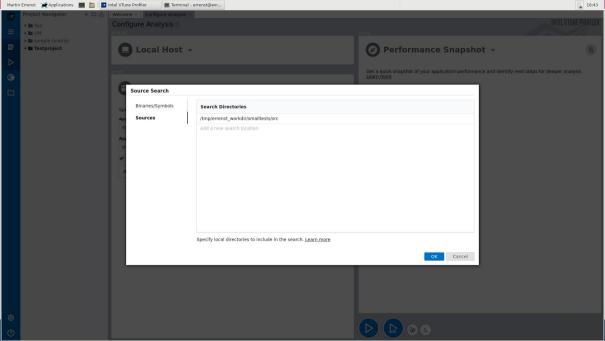
```
// Repetitions for larger workload
// #pragma omp parallel for
for(size_t j = 0; j < repetitions; j++){</pre>
   std::vector<float> v3(vsize), v4(vsize);
   // add and multiply random vectors
   //#pragma omp simd
   for(size_t i = 0; i < vsize; i++){</pre>
      v3[i] = v1[i] + v2[i];
      V4[i] = V1[i] * V2[i];
```

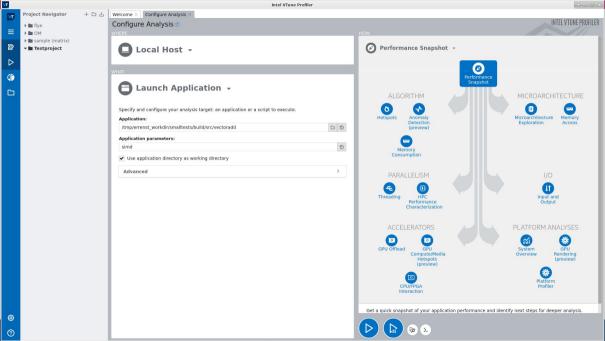


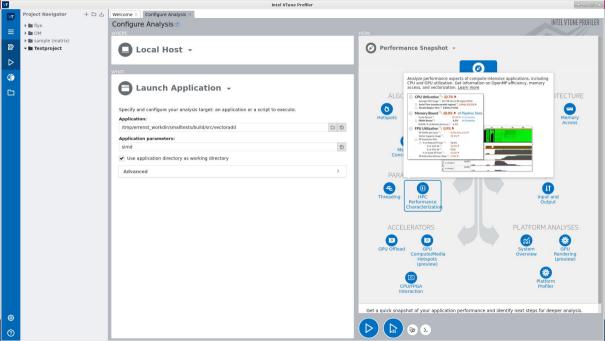


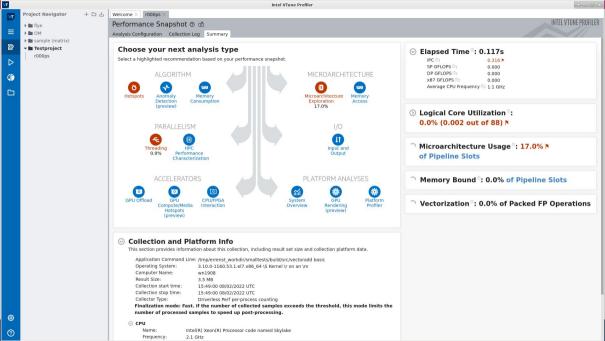














# What we have learned:

- Introduction to Intel VTune
- How it works
- When to use it
- How to set up the environment
- Existence of sampling driver
- Producing a first profile

# **Next steps:**

- Look at next VTune tutorials
- Apply profiling in real life
- Understand results
- Improve our applications

