

Understanding GPU activity & checking jobs

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LUMI AI Workshop Copenhagen, Denmark, May. 29-30th, 2024

AMD Instinct[™] GPUs



AMD INSTINCT™ MI250X

TWO COMPUTE CHIPLETS – 2 GCDs



https://www.amd.com/system/files/documents/amd-cdna2-white-paper.pdf

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AMD Instinct[™] GPUs

MULTI-CHIP DESIGN

TWO GPU DIES IN PACKAGE TO MAXIMIZE COMPUTE & DATA THROUGHPUT



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Multiple GCD design has implications on monitoring strategy!

- GPUs have a a given power budget for the two GCDs.
- What is happening in one GCD will limit power in the other.
- Drawn power is the best indicator of GPU activity:
 - A kernel waiting idle for data shows in the driver as 100% GPU utilization
 - Drawn power oscillating around 500W is good indication that compute capabilities in the full GPU are being leveraged
 - For single GCD, 300W should be a good indication.
- rocm-smi is que easiest way to peek at GPU utilization but not the most accurate!

As reported by the driver – doesn't indicate how well the resource is used.



Starting a SLURM parallel session

- Staring session in specific nodes to monitor
 - For first node of allocation:

```
srun --interactive \setminus
```

```
--pty \
```

/bin/bash

For other nodes nodes (GPU's won't be visible):

```
srun --pty \
--jobid <jobid> \
-w <target_node> \
--nem=0 \
--oversubscribe \
--interactive \
-n 1 -c 16 \
--gpus-per task=0 \
/usr/bin/bash
```

This doesn't seem to be supported anymore...



Logging from the environment

• HIP runtime and GPU dispatch information can be logged with AMD_LOG_LEVEL=4



Background – AMD Profilers



Profiling with Rocprof

- Rocprof profiler client is the easiest way to get started with GPU profiling.
- It is available as part of the ROCm stack and, therefore, available in the containers
- It is seldomly useful to profile every single process/rank of your app:
 - Profilling more than needed = more potential profiling overhead
 - Misleading conclusions



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Profiling with Rocprof API activity 10 s 15 s 20 s 35 s 40 s 45 s 50 s 55 s 0 s 5 s 25 s 30 s 44 s 46 s 48 s 50 s 52 s 54 s 56 s 58 s 3017882.7 s + ∧ CPU HIP API 2 Thread 32846 hipMe. nipMemc nipMemc nipMemc.. nipMemc hipMemc. nipMemo hipMemc.. hipMem... Thread 32931 ∧ GPU4 10 Thread 1 ∧ COPY1 Thread 1 GPU kernels

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