

Some more tips & tricks

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SINGULARITY CONTAINERS IN LUMI

- Control better the AI framework's environment
- Less strain on the filesystem
 - All application installation is loaded as a single file
- Enable more recent ROCm versions
- Transferable and arguably more portable
- Some containers available under:
 - /appl/local/containers/sif-images/
 - Pytorch. Tensorflow, JAX, CuPy, MPI4Py
- Any cons?
 - Updating the environment and installing more packages may require rebuild the container
 - Containers can't currently be build on LUMI:
 - Needs containers to be built elsewhere and copied to the system

inside the container

Submitting jobs has to be done more carefully.





SIF=<myimage.sif>

SINGULARITY CONTAINERS IN LUMI



The container image to use: Pytorch 2.4.1 on top of ROCm 6.1.3

One could leverage a script to describe what is going to be executed inside the container.

> This script has to load the container Conda environment. A special variable is set in the container to facilitate that.

Application Python command

Invoke singularity to start the container and execute the script created above.

Checking GPU-CPU affinity

ORNL topology - https://docs.olcf.ornl.gov/systems/crusher_quick_start_guide.html



Testing affinity on multiple nodes

Check what SLURM is giving us:

srun -c 7 -N 2 -n 16 --gpus 16 \
bash -c 'echo "\$SLURM_PROCID -- GPUS \$ROCR_VISIBLE_DEVICES -- \$(taskset -p \$\$)"' \
l sort -n -k1

0 -- GPUS 0,1,2,3,4,5,6,7 -- pid 54249's current affinity mask: fe 1 -- GPUS 0,1,2,3,4,5,6,7 -- pid 54250's current affinity mask: fe00 2 -- GPUS 0,1,2,3,4,5,6,7 -- pid 54251's current affinity mask: fe0000 3 -- GPUS 0,1,2,3,4,5,6,7 -- pid 54252's current affinity mask: fe000000 4 -- GPUS 0,1,2,3,4,5,6,7 -- pid 54253's current affinity mask: fe00000000 5 -- GPUS 0,1,2,3,4,5,6,7 -- pid 54254's current affinity mask: fe0000000000 6 -- GPUS 0,1,2,3,4,5,6,7 -- pid 54255's current affinity mask: fe000000000000 7 -- GPUS 0,1,2,3,4,5,6,7 -- pid 54256's current affinity mask: fe000000000000000 8 -- GPUS 0,1,2,3,4,5,6,7 -- pid 110083's current affinity mask: fe 9 -- GPUS 0,1,2,3,4,5,6,7 -- pid 110084's current affinity mask: fe00 10 -- GPUS 0,1,2,3,4,5,6,7 -- pid 110085's current affinity mask: fe0000 11 -- GPUS 0,1,2,3,4,5,6,7 -- pid 110086's current affinity mask: fe000000 12 -- GPUS 0,1,2,3,4,5,6,7 -- pid 110087's current affinity mask: fe00000000 13 -- GPUS 0,1,2,3,4,5,6,7 -- pid 110088's current affinity mask: fe0000000000 14 -- GPUS 0,1,2,3,4,5,6,7 -- pid 110089's current affinity mask: fe000000000000 15 -- GPUS 0,1,2,3,4,5,6,7 -- pid 110090's current affinity mask: fe000000000000000

Careful! Allocations do not follow GPU ranking!!

Testing affinity on multiple nodes

• Check what SLURM is giving us:

Interpreted across nodes using a round-robin approach

srun -N 2 -n 16 --gpus 16 \

sort -n -k1

0 GPUS	0,1,2,3,4	4,5,6,7	pid	13819's	current	affinity	mask:	fe000000000000
1 GPUS	0,1,2,3,4	4,5,6,7	pid	13820's	current	affinity	mask:	fe000000000000000000000000000000000000
2 GPUS	0,1,2,3,4	4,5,6,7	pid	13821's	current	affinity	mask:	fe0000
3 GPUS	0,1,2,3,4	4,5,6,7	pid	13822's	current	affinity	mask:	fe000000
4 GPUS	0,1,2,3,4	4,5,6,7	pid	13823's	current	affinity	mask:	fe
5 GPUS	0,1,2,3,4	4,5,6,7	pid	13824's	current	affinity	mask:	fe00
6 GPUS	0,1,2,3,4	4,5,6,7	pid	13825's	current	affinity	mask:	fe00000000
7 GPUS	0,1,2,3,4	4,5,6,7	pid	13826's	current	affinity	mask:	fe0000000000
8 GPUS	0,1,2,3,4	4,5,6,7	pid	94670 ' s	current	affinity	mask:	fe000000000000
9 GPUS	0,1,2,3,4	4,5,6,7	pid	94671's	current	affinity	mask:	fe000000000000000000000000000000000000
10 GPUS	s 0,1,2,3,	,4,5,6,7 -	- pid	94672 ' s	current	affinity	mask:	fe0000
11 GPUS	5 0,1,2,3,	,4,5,6,7 -	- pid	94673's	s current	affinity	mask:	fe000000
12 GPU	5 0,1,2,3,	,4,5,6,7 -	- pid	94674's	s current	affinity	mask:	fe
13 GPUS	s 0,1,2,3,	,4,5,6,7 -	- pid	94675 ' s	s current	affinity	mask:	fe00
14 GPUS	5 0,1,2,3,	,4,5,6,7 -	- pid	94676's	current	affinity	mask:	fe00000000
15 GPU:	5 0,1,2,3,	,4,5,6,7 -	- pid	94677's	current	affinity	mask:	fe0000000000



Consider add an affinity check in your job scripts!

Checking GPU and NIC connection

ORNL topology - https://docs.olcf.ornl.gov/systems/crusher_quick_start_guide.html



Comms are important! - RCCL AWS-CXI plugin

- LUMI, Frontier (and others) directly attaches AMD Instinct[™] MI250x Accelerator to the Slingshot Network
 - Enable collectives computation on devices
 - Minimize the role of the CPU in the control path expose more asynchronous computation opportunities
 - Lowest latency for network message passing is from GPU HBM memory



- CXI plugin is a runtime dependency. Requires: HPE Cray libfabric implementation
 - https://github.com/ROCm/aws-ofi-rccl
 - 3-4x faster collectives
- Included in the LUMI provided containers! If not using the LUMI containers make sure you have that in your environment:

export NCCL_DEBUG=INFO

export NCCL_DEBUG_SUBSYS=INIT

- # and search the logs for:
- [0] NCCL INFO NET/OFI Using aws-ofi-rccl 1.4.0

[Public]

8

Configuring RCCL environment

- RCCL should be set to use only high-speed-interfaces Slingshot
- The problem one might see on startup:

```
NCCL error in: /workdir/pytorch-
example/pytorch/torch/csrc/distributed/c10d/ProcessGroupNCCL.cpp:1269, unhandled
system error, NCCL version 2.12.12
```

• Check error origin by setting RCCL specific debug environment variables:

export NCCL DEBUG=INFO

Node has interfaces other than Slingshot

These are the correct ones.

NCCL INFO NET/Socket : Using [0]nmn0:10.120.116.65<0> [1]hsn0:10.253.6.67<0> [2]hsn1:10.253.6.68<0> [3]hsn2:10.253.2.12<0> [4]hsn3:10.253.2.11<0> NCCL INFO /long_pathname_so_that_rpms_can_package_the_debug_info/data/driver/rccl/src/init.cc:1292

The fix: export NCCL SOCKET IFNAME=hsn0,hsn1,hsn2,hsn3



Point RCCL to use all 4 high-speed interfaces. It will know how to bind them based on the node topology.

Configuring RCCL environment (cont.)

- RCCL should be set configured to use GPU RDMA:
 export NCCL_NET_GDR_LEVEL=PHB
- On upcoming ROCm versions (6.2) this won't be needed – it is default.
- Why should I spend time with all this?
 - 3-4x better bandwidth utilization with plugin
 - 2x better bandwidth utilization with RDMA
 - Can scale further!
- Careful using external containers! You may need to be setting plugin yourself!



Where's the master???

Ranks need to know where the master ranks is:

export MASTER_ADDR=\$(hostname) export MASTER_PORT=29500

- When using multiple nodes this is not good enough.
- We can leverage SLURM tools to query what the first node of an allocation is:

export MASTER_ADDR=\$(scontrol show hostname "\$SLURM_NODELIST" | head -n1) export MASTER_PORT=29500

• There is no SLURM tools inside the containers:

srun singularity exec mycontainer.sif \

bash -c 'MASTER_ADDR=\$(scontrol show hostname "\$SLCRM_NODELIST" | head -n1) ./myapp'

MASTER_ADDR=\$(scontrol show hostname "\$SLURM_NODELIST" | head -n1) srun singularity exec mycontainer.sif \ bash -c './myapp'



Putting it all together



Monitoring activity with multiple nodes

- rocm-smi can still be used to understand GPU activity.
- Using SLURM to access nodes other than the first one in the allocation can be challenged.
- You can chose to forward the relevant monitoring information to access from the login node.
- Pipe information to a port of your choosing in your launching script :

srun -N 2 -n 2 bash -c 'watch -n1 rocm-smi | nc -l 0.0.0.0 56789'

• Access the information from the login node:

nc nid007974 56789

			==== ROC	m System 3	Manag	ement I	nterface				
======================================											
GPU	Temp	AvgPwr	SCLK	MCLK	Fan	Perf	PwrCap	VRAM%	GPU%		
0	46.0c	92.OW	800Mhz	1600 Mhz	0%	manual	500.0W	0 왕	0%		
1	52.0c	N/A	800Mhz	1600Mhz	0 %	manual	0.0W	0 %	08		

Monitoring activity with multiple nodes - profiling

- Profiling and logging can and (most of the time) should be target at specific ranks.
 - Overhead
 - Cluttered information
- Leverage the SLURM environment to tailor the application instantiation to activate profile or logging.
 pcmd="

```
if [ $SLURM_PROCID -eq 2 ] then
pcmd='rocprof --hip-trace --stats'
fi
```

\$pcmd ./myapp

If profiling with more than one rank makes sure to define rank-specific output files to avoid corruption.
 rocprof --hip-trace --stats -o myprofile-\$SLURM_PROCID.csv ./myapp

Logging from the environment

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



Leveraging framework profiler infrastructure

- Al frameworks typically provide hooks for developers to gather profiling information
- An example with Pytorch:



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