Advanced Parallel Debugging with TotalView

Hands On Session

ARGONNE
ATPESC2023
EXTREME-SCALE COMPUTING

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Agenda

- Compiling Your Program for Debugging
- Interactive Debugging with TotalView on ANL's Systems
- TotalView Labs
- Questions and Answers


TotalView

Compiling Your Program for Debugging

Compile for Debugging

Debugging Compiler Flags

- The “-g” flag is required to turn on generation of debug information required by the debugger to find variables and source.
- Low level of optimization is recommended, -O0 or -O1, for the best debugging experience
  - Successful debugging of highly optimized programs, -O2 or -O3, depends on quality of compiler generated debug information

MPI Example

- mpicc **-g** -w mpi_array.c -o mpi_array
- mpicxx **-g** -w mpi_array.cpp -o mpi_array
- mpifort **-g** -w mpi_array.f -o mpi_array

CUDA Example

- When compiling an NVIDIA CUDA program for debugging, it is necessary to pass the -g -G options to the nvcc compiler driver. These options disable most compiler optimization and include symbolic debugging information in the driver executable file, making it possible to debug the application.
  - % /usr/local/bin/nvcc **-g -G** -c tx_cuda_matmul.cu -o tx_cuda_matmul.o
  - % /usr/local/bin/nvcc **-g -G** -Xlinker=-R/usr/local/cuda/lib64 tx_cuda_matmul.o -o tx_cuda_matmul

Interactive Debugging with TotalView on ANL's Systems

TotalView is available on Theta, ThetaGPU, and Polaris

- Installed at:
  - theta: `/soft/debuggers/totalview-2023-02-15/toolworks/totalview.2023.2.15/bin/totalview`
  - thetagpu: `/soft/thetagpu/debuggers/totalview-2023-02-15/toolworks/totalview.2023.2.15/bin/totalview`
  - polaris: `/soft/debuggers/totalview-2023-02-15/toolworks/totalview.2023.2.15/bin/totalview`
- Set up to use TotalView (no module for latest version set up):
  - theta: `source /soft/debuggers/totalview-2023-02-15/useTVonTheta.sh`
  - thetagpu: `source /soft/thetagpu/debuggers/totalview-2023-02-15/useTVonTheta.sh`
  - polaris: `source /soft/debuggers/totalview-2023-02-15/useTVonPolaris.sh`
- Make sure module xalt is unloaded (it should be unloaded automatically when TotalView “use” script is run)
  - `module unload xalt`

Debugging with TotalView through VNC Remote Desktop

Set up remote desktop using VNC

- VNC provides an efficient remote graphical desktop comprised of a display server and a viewer
- On Theta login node start vncserver
  - vncserver -geometry 1800x970 :**25**
  - Creates VNC server with display port 25
- On local machine open SSH tunnel to login node
  - Use the display port for the VNC server
  - ssh -L 59**25**:*thetalogin4*:59**25** bburns@theta.alcf.anl.gov
- On local machine start vncviewer
  - vncviewer localhost:**25**

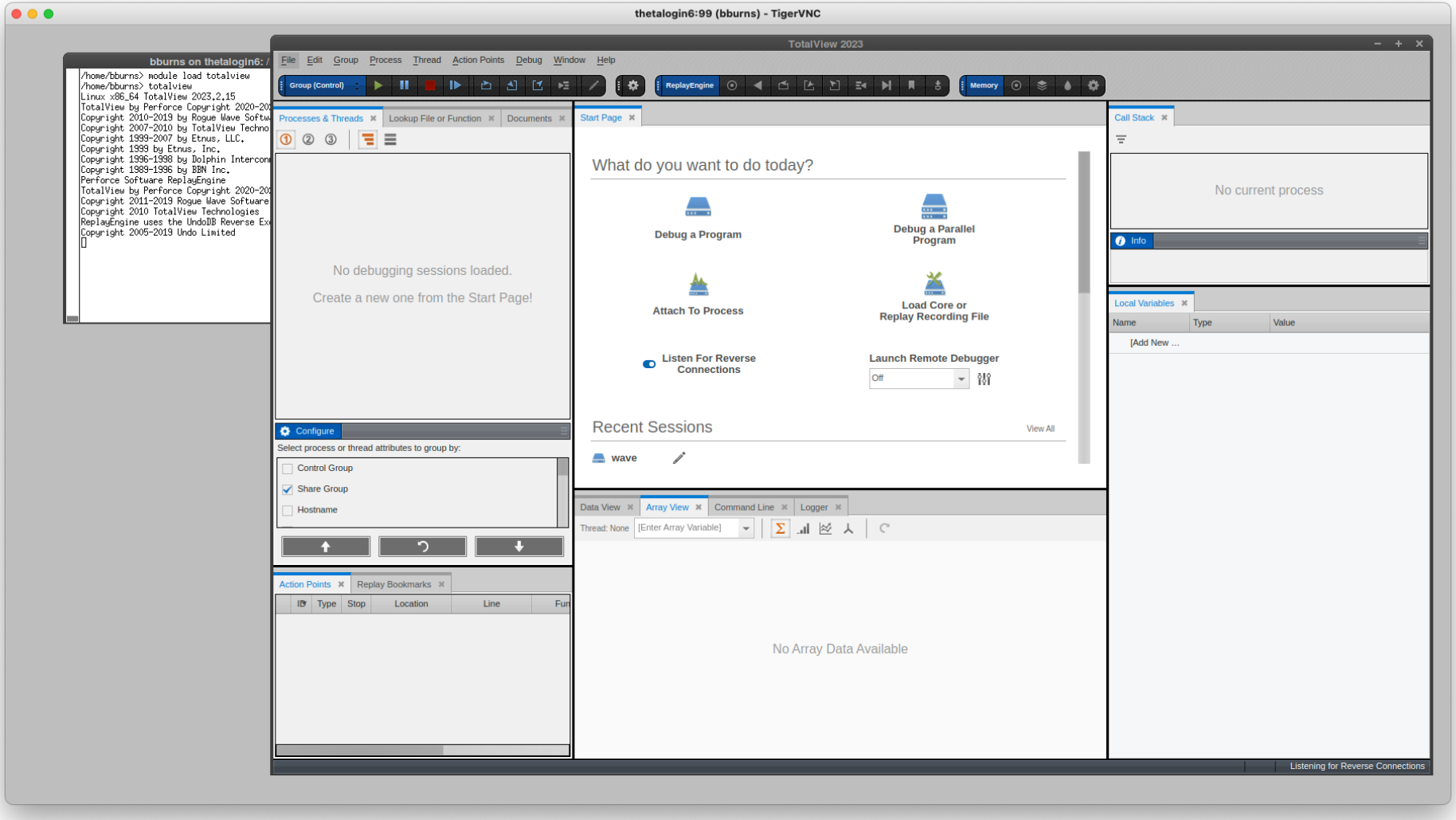
Configuring remote desktop window manager

- Window manager and VNC desktop start is controlled through ~/.vnc/xstartup
- Might need to configure
- Only icewm is installed on Theta in /usr/bin
- Example xstartup

```
#!/bin/sh

[ -r $HOME/.Xresources ] && xrdb $HOME/.Xresources
xsetroot -solid grey
xterm -geometry 80x24+10+10 -ls -title "$VNCDESKTOP Desktop" &
if [ -x /usr/bin/icewm ]; then
  /usr/bin/icewm &
else
  echo "No window manager found. You should install a window
manager to get properly working VNC session."
fi
```

TotalView VNC Session / Theta

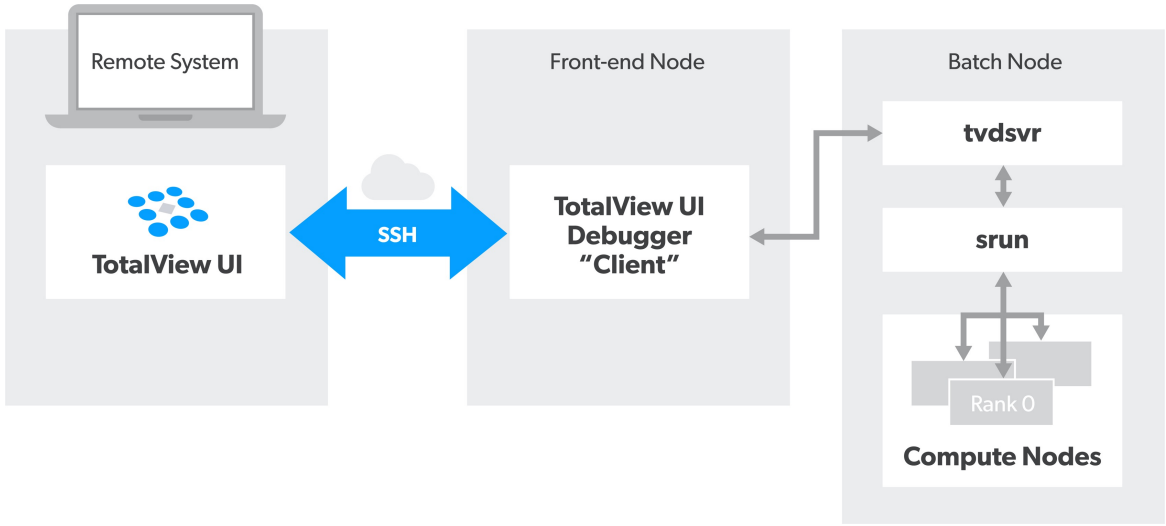


Using TotalView Remote UI on a Laptop

Debugging with TotalView From a Laptop to Theta and ThetaGPU

Install TotalView on your laptop

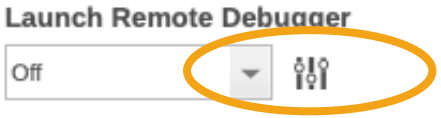
- Download and install TotalView on your Linux x86 or Mac x86 laptop
  - Copy from /soft/debuggers/totalview-2023-02-15
    - totalview-2023.2.15.linux_x86-64-installer.run
    - totalview-2023.2.15-darwin-x86-installer.dmg
  - Download from https://totalview.io/success/downloads
- Run installer
  - Do not select the *Install new license* option on *Setup License Key* step
  - TotalView will start ok without a license



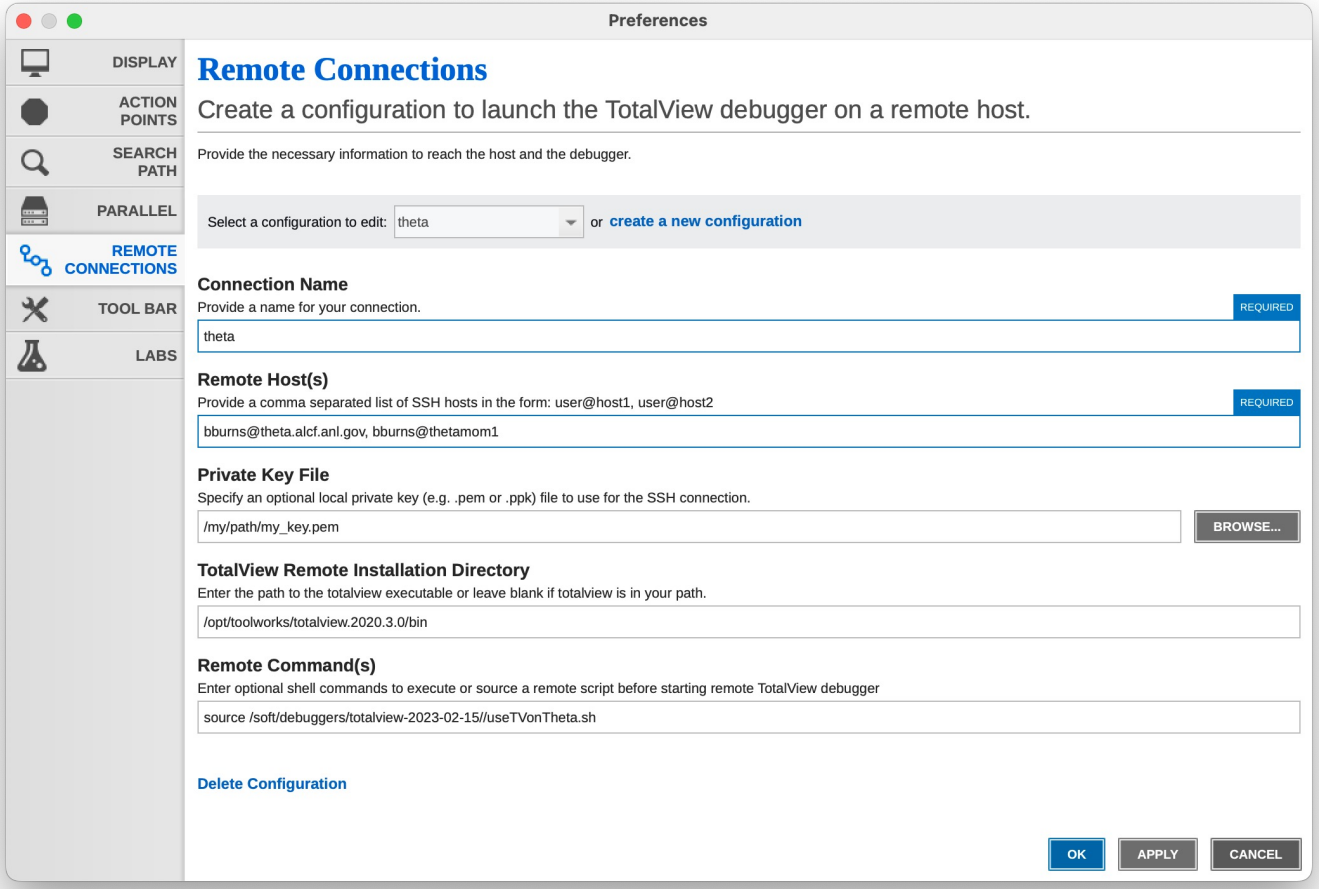
Configure TotalView Remote UI Theta Connection

Create remote host configuration

- Start TotalView from the **terminal**
  - Mac: `/Applications/Perforce/totalview.2023.2.15/TotalView.app/Contents/bin/totalview`
- Click *Create remote host configuration* button from Launch Remote Debugger control on Start Page



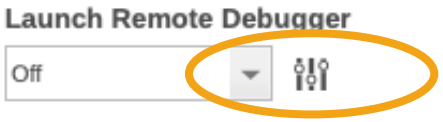
- Provide the following information:
  - Connection Name : **theta**
  - Remote Host(s) : **<username>@theta.alcf.anl.gov, thetamom1**
  - Remote Command(s) : **source /soft/debuggers/totalview-2023-02-15/useTVonTheta.sh**
- Click OK
- Select **theta** from the Launch Remote Debugger drop down
- Provide authentication through prompt on terminal



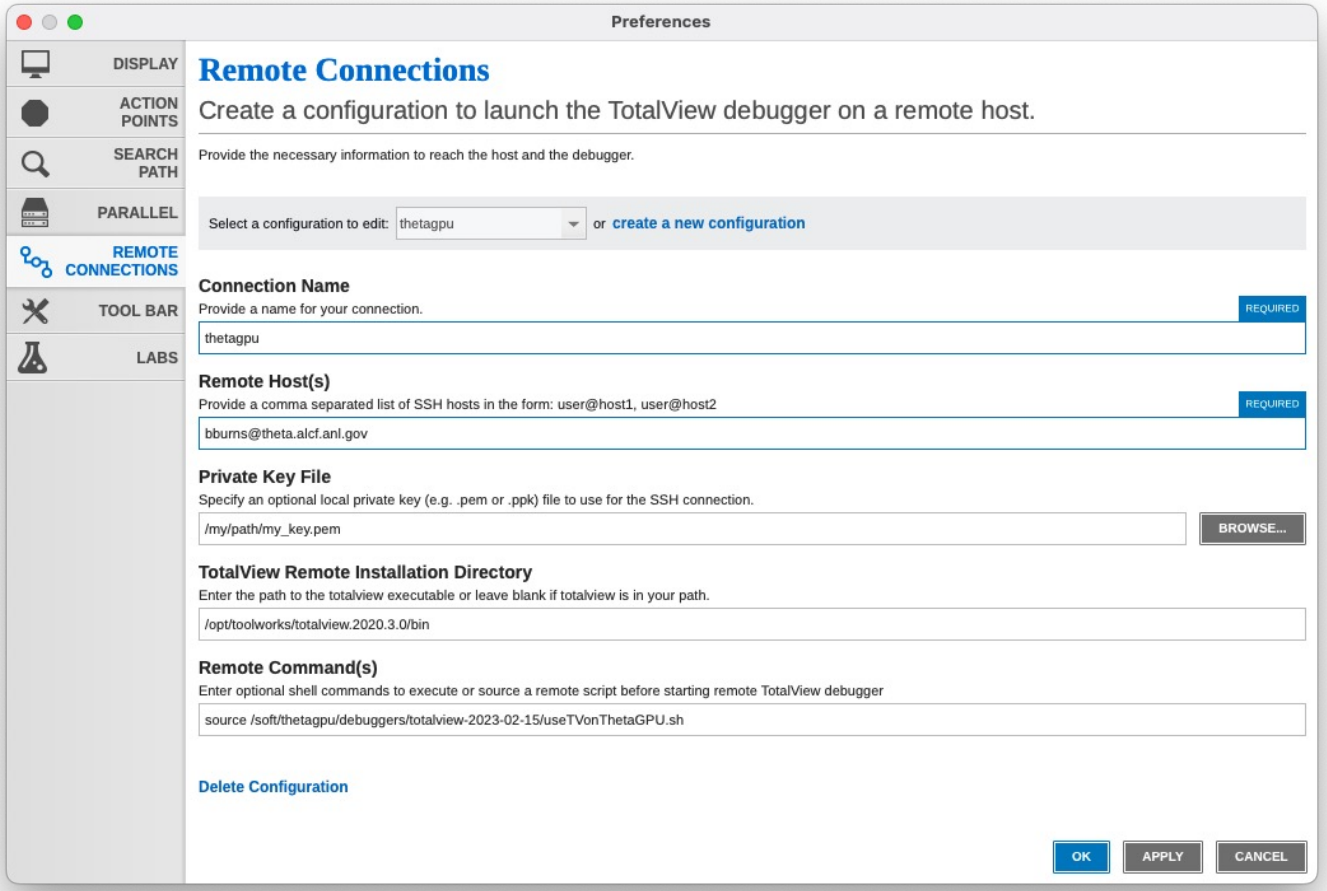
Configure TotalView Remote UI ThetaGPU Connection

Create remote host configuration

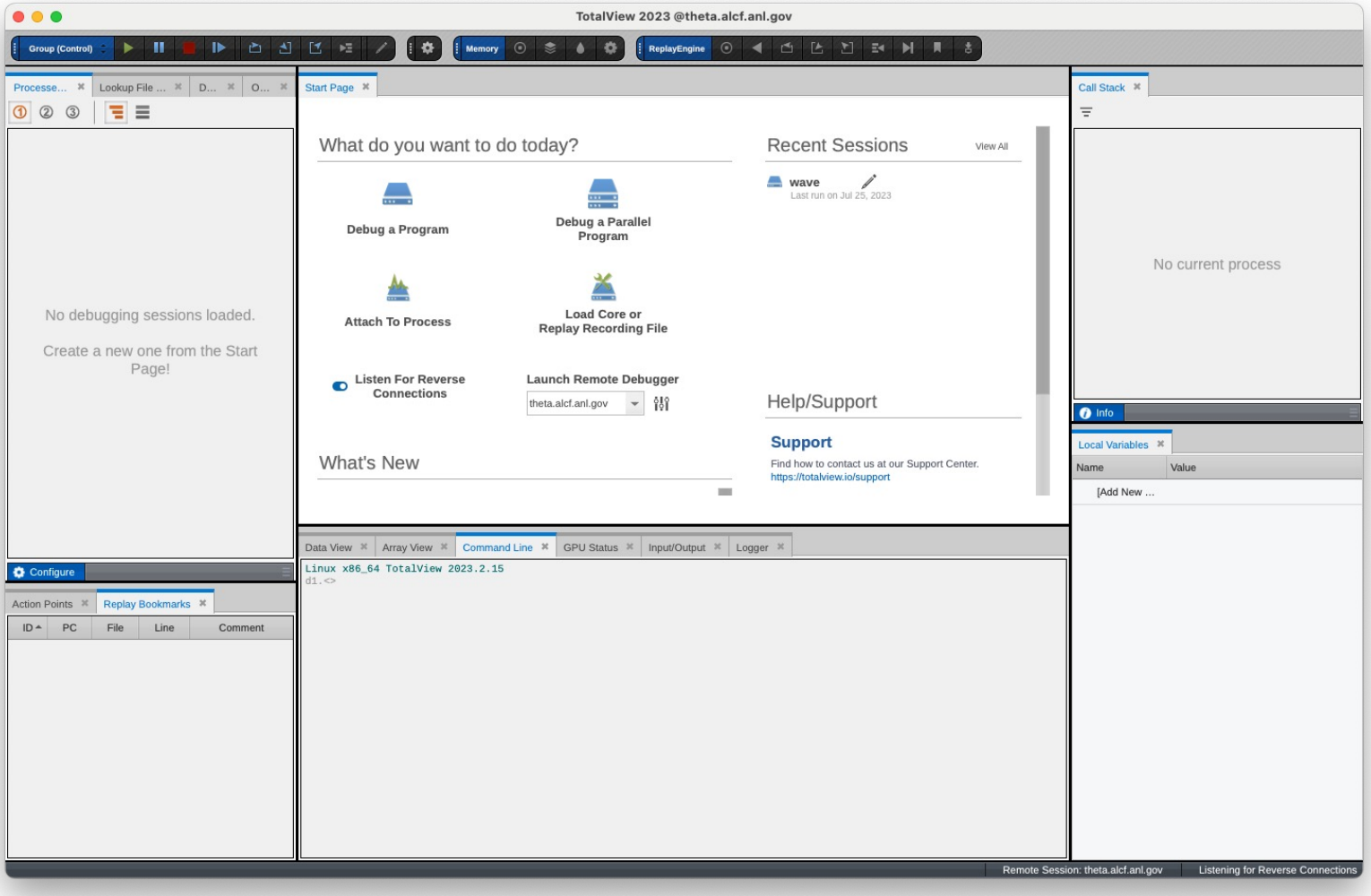
- Start TotalView from the **terminal**
  - Mac: `/Applications/Perforce/totalview.2023.2.15/TotalView.app/Contents/bin/totalview`
- Click *Create remote host configuration* button from Launch Remote Debugger control on Start Page



- Provide the following information:
  - Connection Name : **thetagpu**
  - Remote Host(s) : **<username>@theta.alcf.anl.gov**
  - Remote Command(s) : **source /soft/thetagpu/debuggers/totalview-2023-02-15/useTVonThetaGPU.sh**
- Click OK
- Select **thetagpu** from the Launch Remote Debugger drop down
- Provide authentication through prompt on terminal



TotalView Remote UI



Easy Interactive Debugging with TotalView Reverse Connections

TotalView Reverse Connections for Cluster Environments

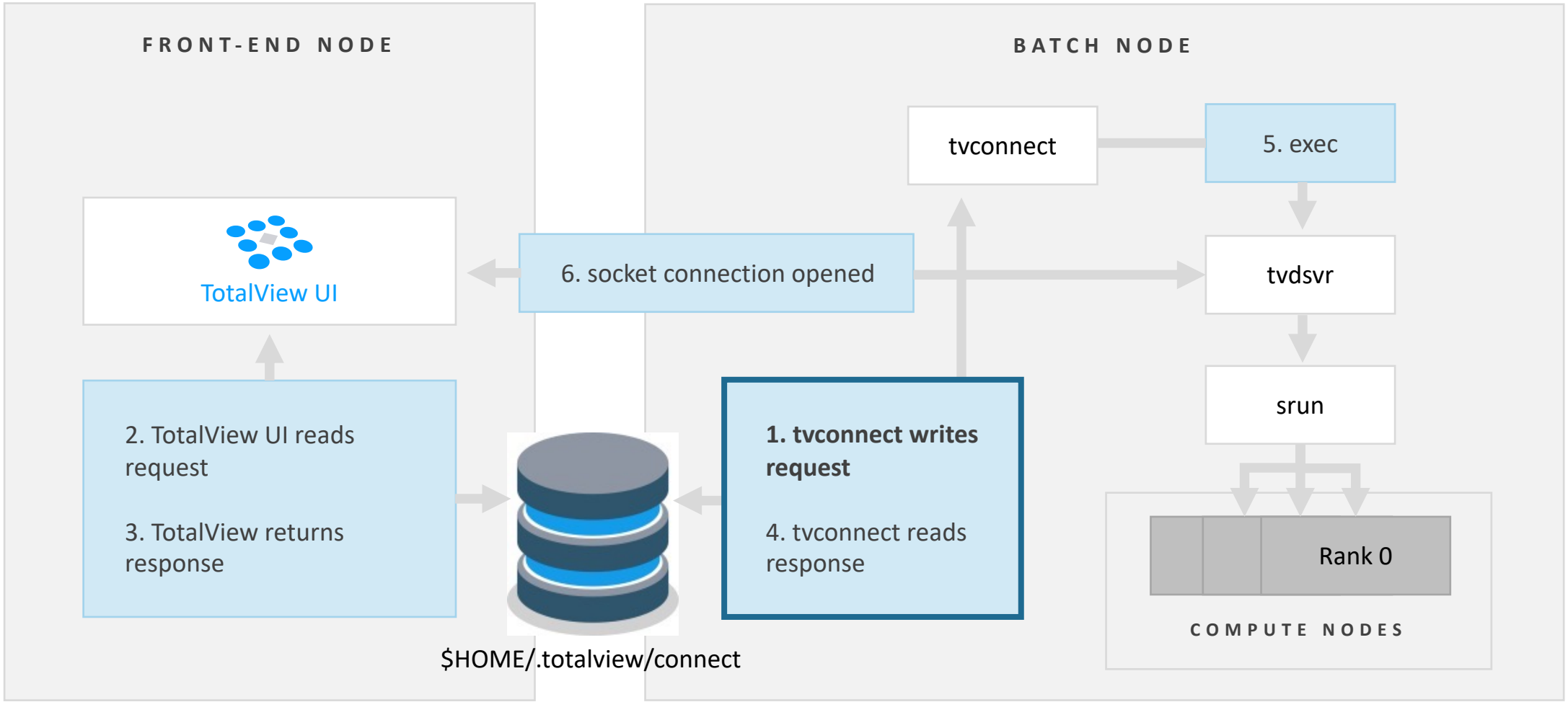
The Problem:

- Establishing an interactive debugging session in a cluster environment can be difficult
  - Timing issues when submitting through a job manager and when the job runs
  - The organization of modern HPC systems often makes it difficult to deploy tools such as TotalView
  - The compute nodes in a cluster may not have access to any X libraries or X forwarding
  - Launching a GUI on a compute node may not be possible

The Solution:

- Disconnect starting debugger UI from the backend job launch and debug session acquisition
- TotalView Reverse Connect workflow enables developers to start the TotalView UI on a front-end node and, when a job is run in the cluster, a remote TotalView reverse connect agent connects it back to the waiting UI
- Simply start TotalView on login node and then prefix parallel or application launch with `tvconnect`

Reverse Connection Flow Using TotalView's tvconnect



Debugging with TotalView on Theta using Reverse Connections

1. Log into theta.alcf.anl.gov
2. Request an allocation for interactive debugging

   Example: `qsub -A <allocation> -n 2 -q debug-flat-quad -I -t 60 --attrs=filesystems=home:eagle`

   Setup for TotalView use on thetamom# node

   ```
   source /soft/debuggers/totalview-2023-02-15/useTVonTheta.sh
   ```
3. Open new term, ssh **-X** to any thetamom# Node, setup and start TotalView

   Open new xterm

   ```
   ssh -X thetamom1
   source /soft/debuggers/totalview-2023-02-15/useTVonTheta.sh
   totalview
   ```
4. On original qsub thetamom node run parallel job under tvconnect

   ```
   cd ~/Demos/theta/LLNLMPIExamples
   tvconnect aprun -n 4 ./mpi_array
   ```

Debugging with TotalView on ThetaGPU using Reverse Connections

1. Log into theta.alcf.anl.gov
2. Log into ThetaGPU Login Node
   `ssh thetagpusn1` (or `thetagpusn2`)
3. Request an allocation for interactive debugging
   Example: `qsub -A <allocation> -n 1 -q single-gpu -I -t 60 --attrs=filesystems=home:eagle`
   Setup for TotalView use on thetagpu## node
   `source /soft/thetagpu/debuggers/totalview-2023-02-15/useTVonThetaGPU.sh`
4. Open new thetalogin# xterm, setup and start TotalView
   Open new xterm on thetalogin#
   ```
   source /soft/thetagpu/debuggers/totalview-2023-02-15/useTVonThetaGPU.sh
   totalview
   ```
5. On original qsub thetagpu## node run CUDA parallel job under tvconnect
   ```
   cd ~/Demos/thetagpu/Perlmutter_Training_Jan2022/CUDA/Ex-4
   tvconnect mpirun -n 4 ./vec_add
   ```

Debugging with TotalView on Polaris using Reverse Connections

1. Log into polaris.alcf.anl.gov

   ```
   ssh -X polaris.alcf.anl.gov
   ```

2. Request an allocation for interactive debugging

   Example: `qsub -X **-I** -A ATPESC2023 -q debug -l select=1:system=polaris -l walltime=60:00 -l filesystems=home:eagle`

   Setup for TotalView use on polaris node

   ```
   source /soft/debuggers/totalview-2023-02-15/useTVonPolaris.sh
   ```

3. Run job launch under TotalView, must specify the “-nocuda” flag

   ```
   cd ~/Demos/polaris/LLNLMPIExamples
   totalview -nocuda aprun -n 4 ./mpi_array
   ```

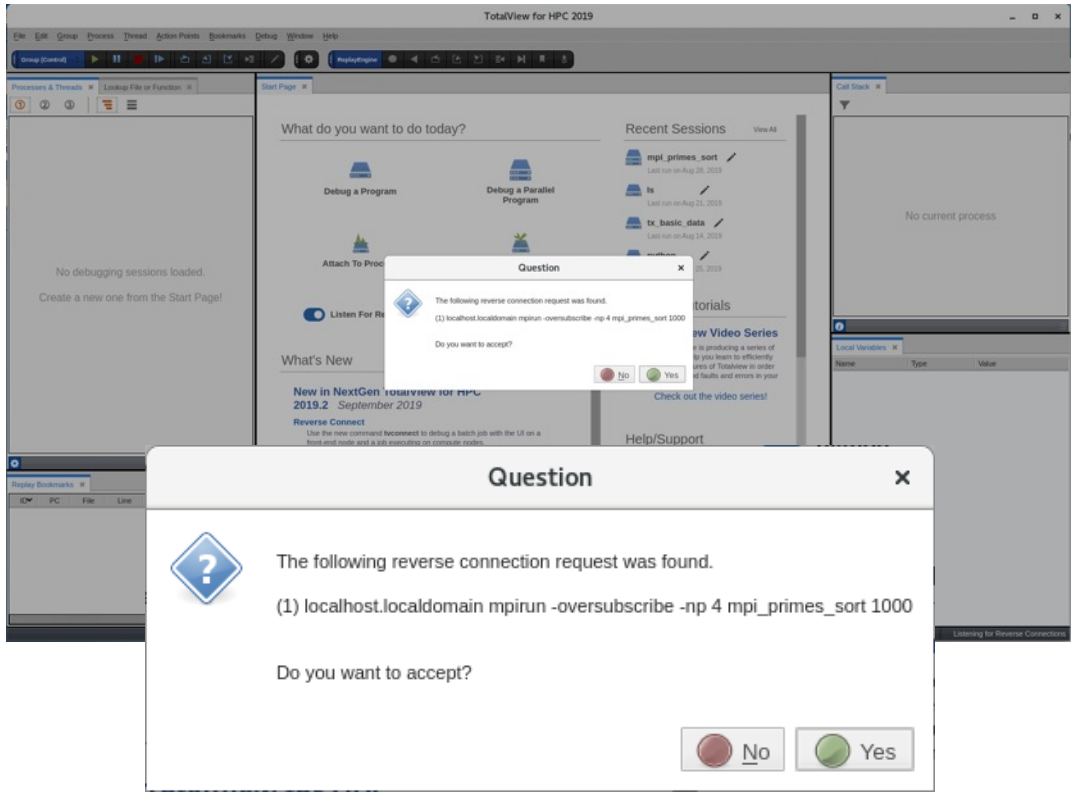
Batch Script Submission on Theta with Reverse Connect

- Start a debugging session using TotalView Reverse Connect.
- Reverse Connect enables the debugger to be submitted to a cluster and connected to the GUI once run.
- Start TotalView UI on thetamom1 node and listen for reverse connections

  `ssh –X thetamom1`
- Very easy to utilize, simply prefix job launch or application start with “tvconnect” command.

```
#!/bin/bash
#COBALT -n 1
…
#COBALT –q debug-flat-quad
# Setup environment
source /soft/debuggers/totalview-2023-02-15/useTVonTheta.sh

tvconnect aprun -n ${NTOTRANKS} -N ${NRANKS_PER_NODE} \
    -d ${NDEPTH} -j ${NTHREADS_PER_CORE} -cc depth ./mpi_array
```



TotalView Hands on Labs

TotalView Hands on Labs

- Remotely connect to machine and enable Reverse Connection
- Copy /grand/ATPESC2023/EXAMPLES/track-6-toolsTotalView/ATRESC2023-TV-labs.tar.gz
- Programs are in labs/programs/
- Labs:
  - Lab 1 Debugger Basic
  - Lab 2 Viewing, Examining, Watching and Editing Data
  - Optional Lab 3 Examining and Controlling a Parallel Application
    - Using remote connect (tvconnect)
    - qsub -q training tvconnect.job
    - Modify and submit tvconnect.job on your machine

UI Navigation and Process Control

Demo

- TotalView UI demo (wave)

Control Program Execution with Action Points

Demo

- TotalView evaluation point demo (Combined)

Parallel Debugging Demo

Demo

- TotalView UI demo (mpi_array_broken or Qt Threads example)

Examining and Editing Data

Demo

- TotalView UI demo (wave)

Memory Debugging

Demo

- TotalView memory debugging demo

TotalView Reverse Debugging

Demo

- TotalView ReplayEngine Demo

TotalView Power Tip

- When debugging an MPI application, set a breakpoint after MPI_Init and then turn on reverse debugging.

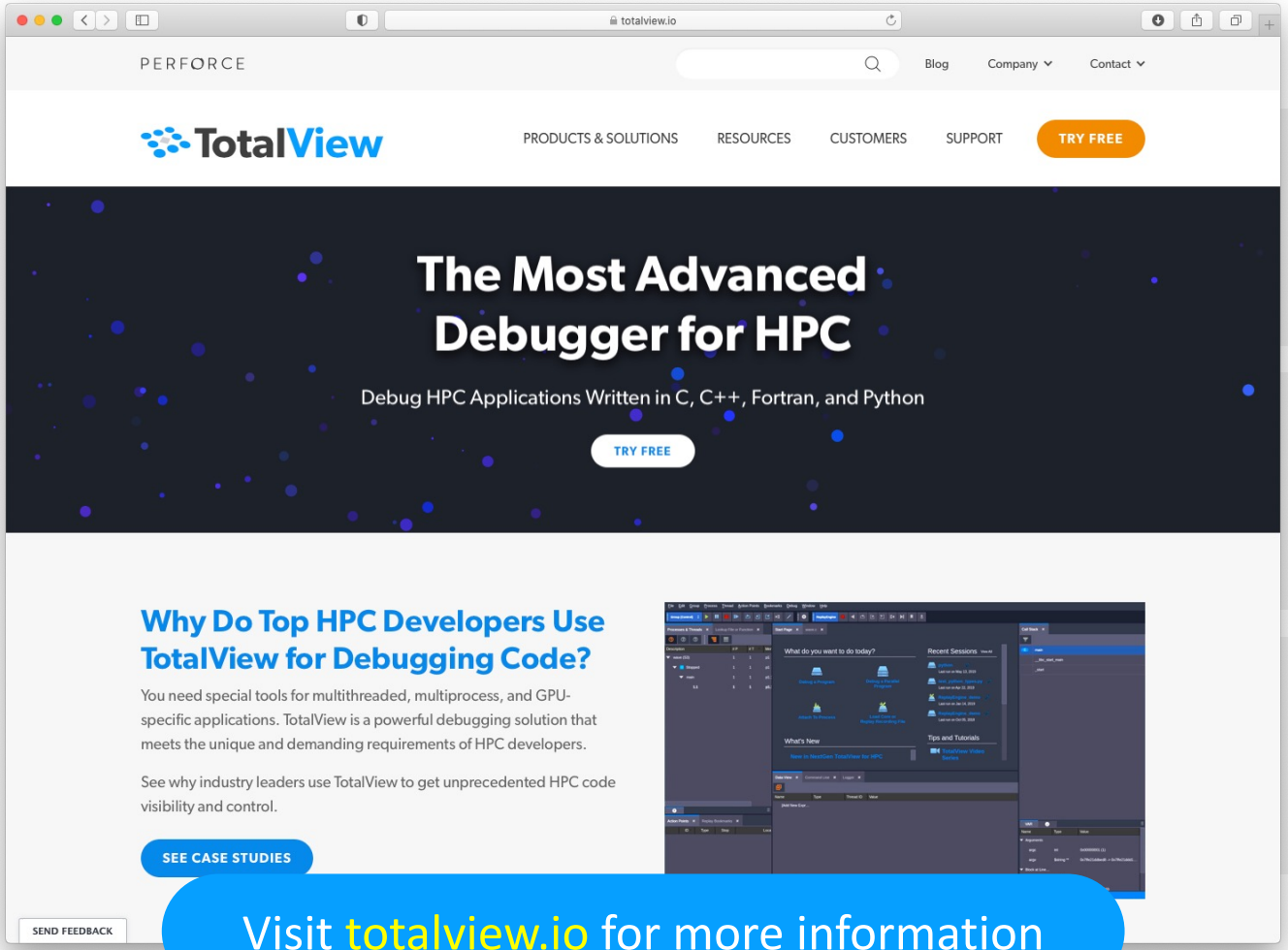
GPU Debugging with TotalView

NVIDIA GPU Debugging Demo

- Demo TotalView GPU debugging on ThetaGPU

Questions and Answers

Resources and Documentation



Visit totalview.io for more information

DOCUMENTATION
help.totalview.io

VIDEO TUTORIALS
totalview.io/support/video-tutorials

BLOG
totalview.io/blog

TotalView Debugging Feature References

Getting Started with TotalView

- https://totalview.io/video-tutorials/getting-started-totalview

How to Use Remote User Interface Debugging

- https://totalview.io/video-tutorials/how-use-remote-user-interface-debugging

Controlling Execution with Evaluation Points

- https://totalview.io/video-tutorials/controlling-execution-evaluation-points

Reverse Debugging

- https://totalview.io/video-tutorials/reverse-debugging

Debugging Python and C++ Mixed Language Applications

- https://totalview.io/video-tutorials/debugging-python-and-c-mixed-language-applications

Debugging the Toughest Challenges with NVIDIA and AMD GPUs

- https://totalview.io/resources/debugging-toughest-challenges-nvidia-and-amd-gpus

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Thank You

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