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Leaders in parallel software development tools

Introducing Fully Enabled Debugging of CUDA 5 Applications with Allinea DDT

Challenges for Developers

Heterogeneity

Legacy

Scale

Diversity

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The Allinea Environment

allinea MAP

allinea DDT

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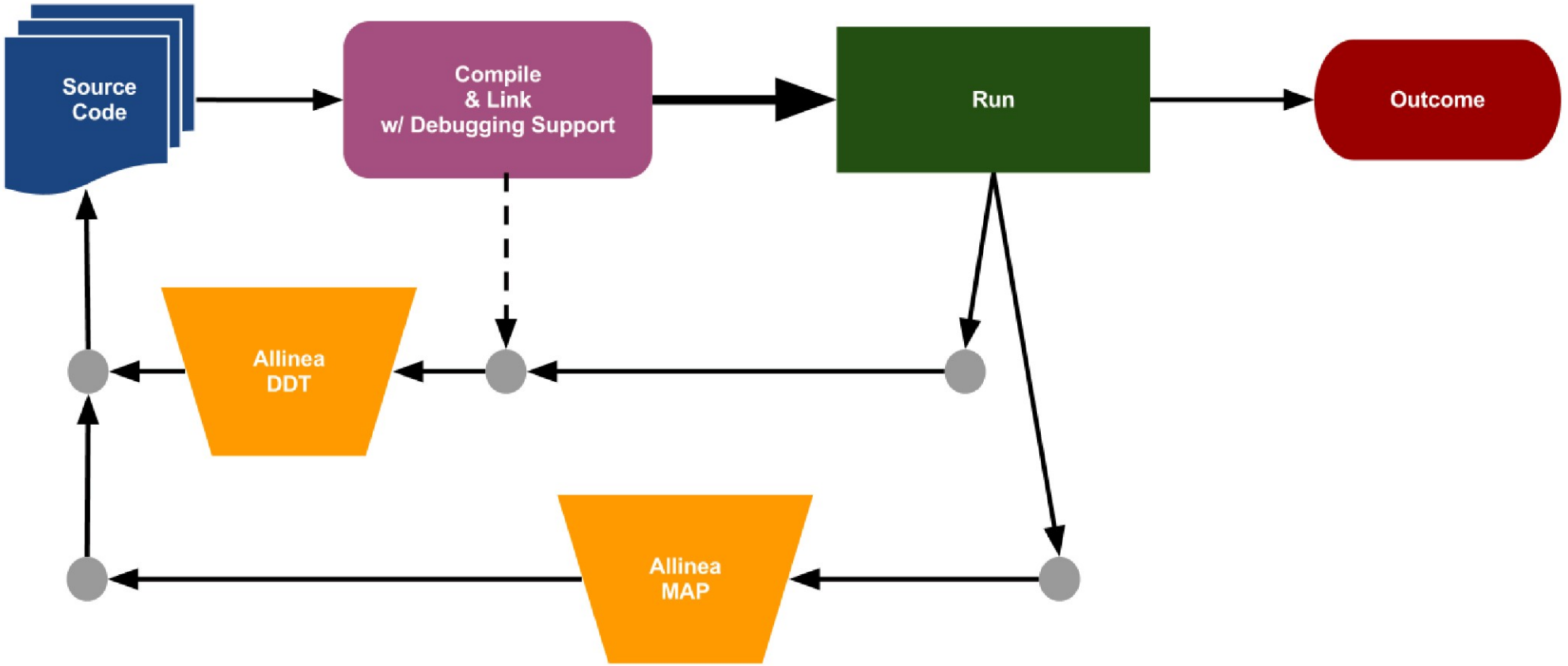
Source Code
Compile & Link w/ Debugging Support
Run
Outcome
Allinea DDT
Allinea MAP

The Allinea Environment: Benefits

- **At last:** a modern **integrated** environment for the HPC developer
- Supporting the lifecycle of application development and improvement
  - Productively debug code
  - Enhance application performance
- Designed for productivity
  - Consistent integrated easy to use tools
  - Enables effective HPC development
- Improve system usage
  - Fewer failed jobs
  - Higher application performance

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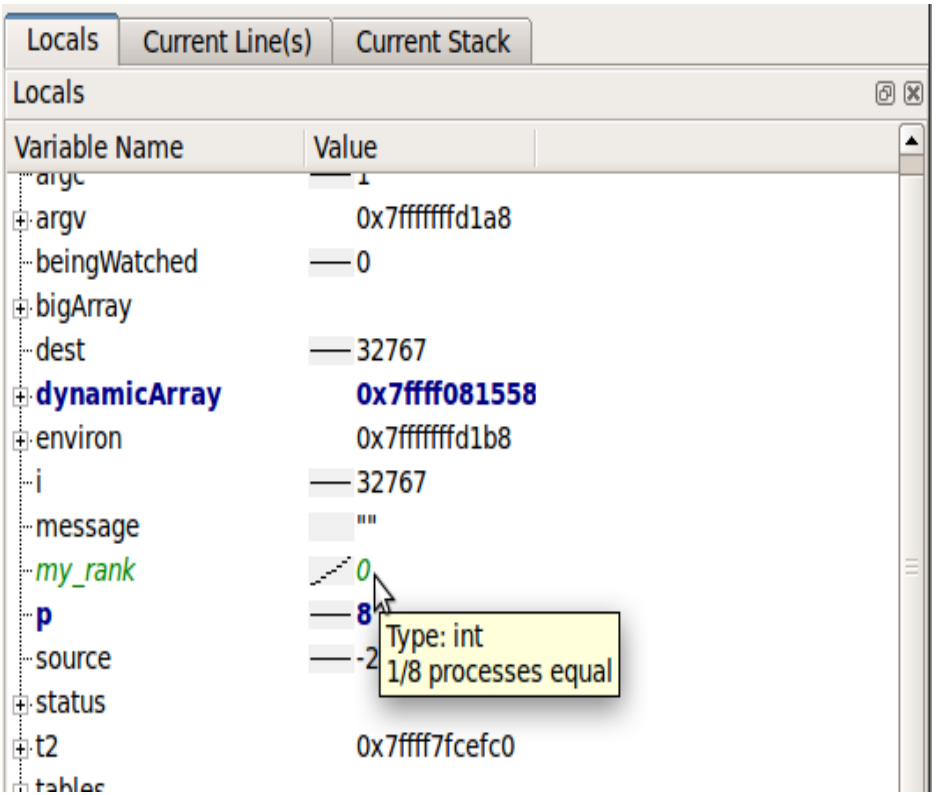
Allinea DDT: Fixing bugs made easy

- A tool that allows you to solve your problems faster
  - Control threads and processes en-masse
  - Syntax-highlighting source browser
  - Parallel stacks and variable views that highlight divergence
- Supports the latest in MPI, OpenMP, CUDA and more
  - CUDA 5.0 and Kepler K20
  - Intel Xeon Phi coprocessor



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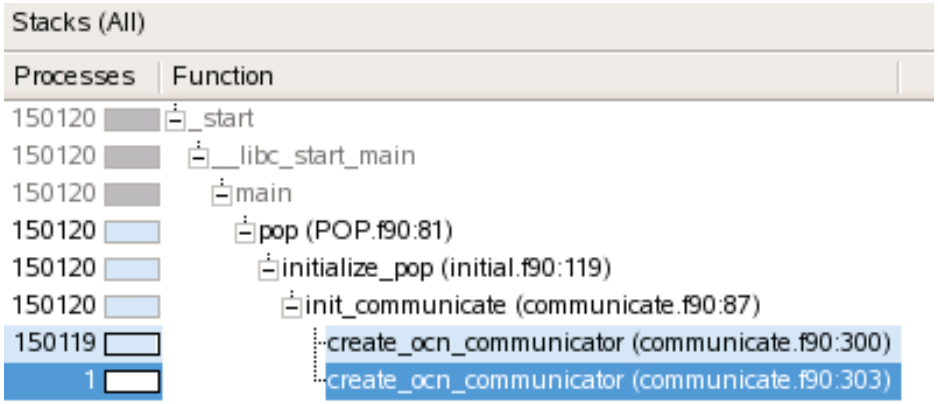
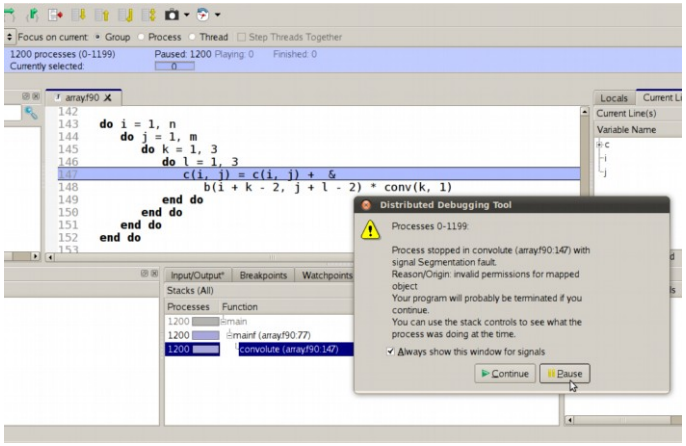
Allinea DDT: Proven to the extreme

- Scalability by design
  - User interface that scales
  - High performance tree architecture
- Proven performance at Petascale
  - Measured in milliseconds
  - Routine use at 100,000+ cores





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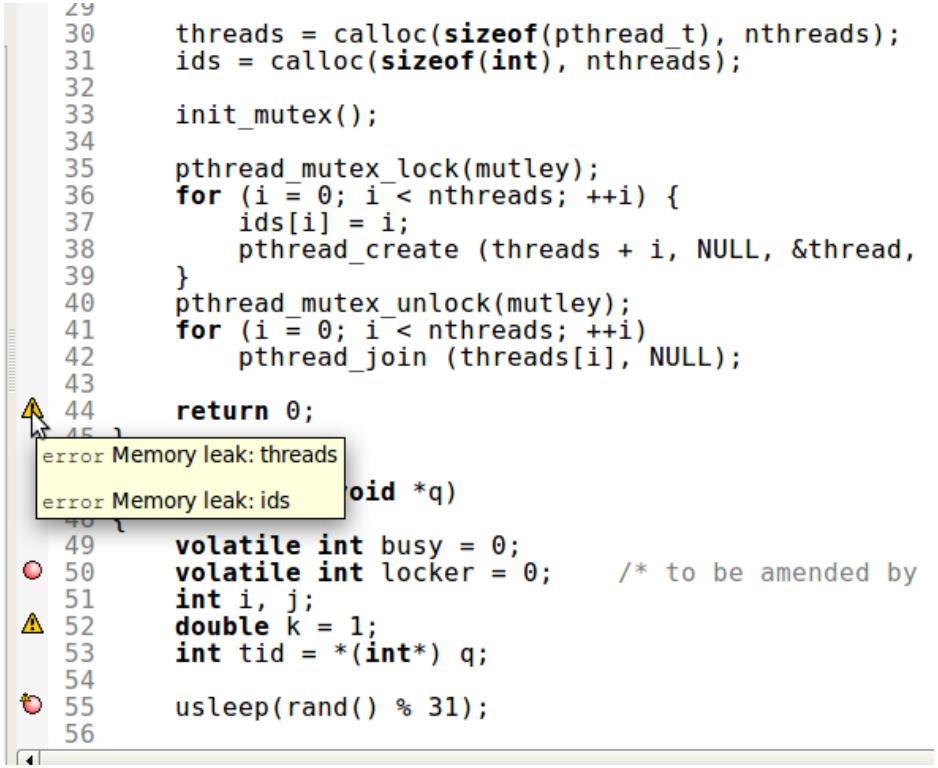
Allinea DDT: More than debugger

- Integrated automated detection of bugs
  - Static analysis
  - Memory leaks and errors
- Open plugin architecture
  - MPI checking tools
- Offline mode - debug in batch mode



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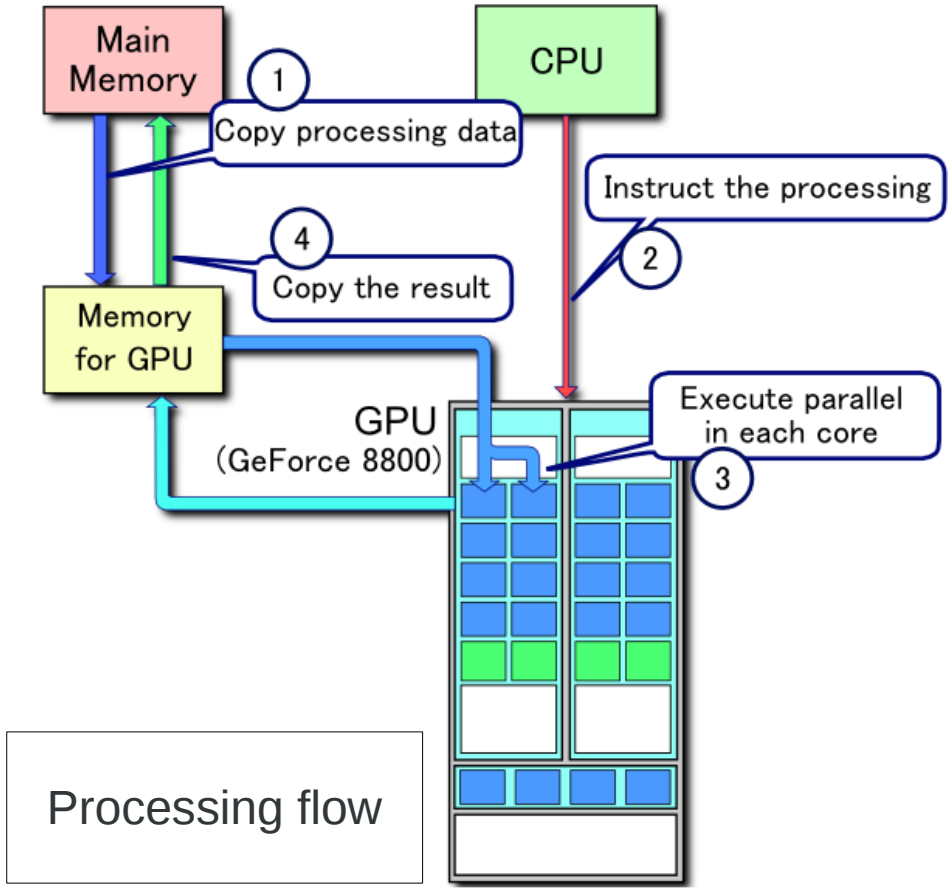
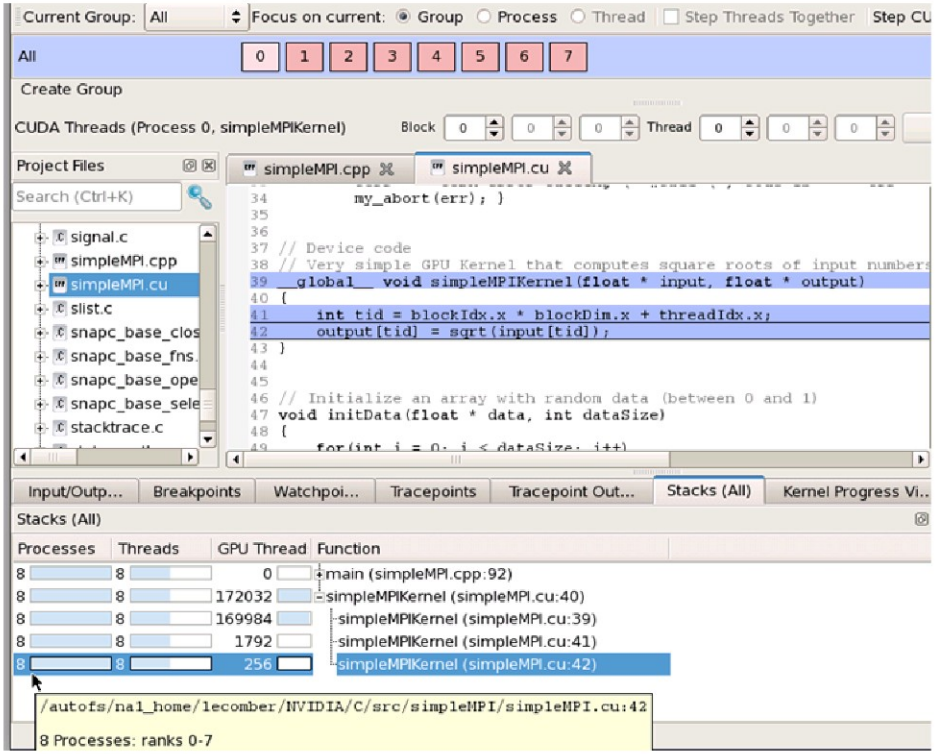
Embracing GPUs

- GPUs – a rival to traditional processors
  - Great price/performance ratios
- New languages, compilers, standards
  - CUDA, OpenACC, OpenCL, ...
- HPC developers need to consider
  - Data transfer
  - Multiple memory levels
  - Grid/block layout and thread scheduling
  - Synchronization
- Bugs are **inevitable**



Allinea DDT and CUDA

- Supports
  - CUDA toolkits 3.1 -- 3.2 – 4.0 – 4.1 – 4.2 – **5**
- Makes use of
  - NVIDIA C/C++ compiler - nvcc
  - NVIDIA debugger - cuda-gdb
- Execution model is unusual
  - GUI work required to support 32-thread units (warps) in blocks and grids
- Mixed GPU/CPU in one interface
  - Interaction with CPUs
  - Easy to switch between contexts (stacks, threads, data...)
  - Support multiple nodes



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Demo

Allinea DDT – CUDA Debugging++

- Productively **debug** your parallel CUDA code
- Completely **understand** your parallel CUDA code
  - Interact with data, algorithms, codes, programs and applications in real time
- **Develop** your parallel CUDA code from scratch
- **Port** parallel algorithms, codes, programs and applications to CUDA
- **Scale** your CUDA algorithms, codes, programs and applications

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Summary

- Allinea Environment in context
- Debugging via Allinea DDT
- Debugging Parallel CUDA Applications
  - Demo

- Call to Action
  - Evaluate Allinea DDT

http://www.allinea.com/products/ddt-trial

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