FPChecker
Detecting Floating-Point Exceptions in GPUs

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Trapping Floating-Point Exceptions in CPU Code

Floating-Point Arithmetic Standard (IEEE 754)

1. Invalid operation
2. Division by zero
3. Overflow
4. Underflow
5. Inexact calculation

- When an exceptions occurs, it is signaled
  - System sets a flag or takes a trap
  - Status flag FPSCR set by default

- The system (e.g., Linux) can also cause the floating-point exception signal to be raised
  - SIGFPE

CUDA has Limited Support for Detecting Floating-Point Exceptions

- CUDA: programming language of NVIDIA GPUs
- CUDA has no mechanism to detect exceptions
  - As of CUDA version: 10
- All operations behave as if exceptions are masked

You may have “hidden” exceptions in your CUDA program
Detecting the Result of Exceptions in a CUDA Program

- Place `printf` statements in the code (as many as possible)

```c
double x = 0;
x = x/x;
printf("res = %e\n", x);
```

- Programming checks are available in CUDA:

  ```c
  __device__ int isnan ( float a );
  __device__ int isnan ( double a );
  ```

  Also available `isinf`

These solutions are not ideal; they require significant programming effort

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Goals of FPChecker

● Automatically detect the location of FP exceptions in NVIDIA GPUs
  ○ Report file & line number
  ○ No extra programming efforts required
● Report input operands
● Use software-based approach (compiler)
● Analyze optimized code
Workflow of FPChecker

Compilation phase:
- CUDA Program
- LLVM Compiler
- Instrumentation
  - Runtime device code
  - host code
  - Binary

Execution phase:
- Binary
- Exceptions Report
- Input
- Runtime

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How to Use FPChecker

1. Use clang as compiler for CUDA

2. Include path of FPChecker runtime system

3. Tell clang to load the instrumentation library
Example of Compilation Configuration

#CXX = nvcc
CXX = /path/to/clang++
CUFLAGS = -std=c++11 --cuda-gpu-arch=sm_60 -g
FPCHECK_FLAGS = -Xclang -load -Xclang /path/libfpchecker.so \ 
   -include Runtime.h -I/path/fpchecker/src
CXXFLAGS += $(FPCHECK_FLAGS)

- Use clang instead of NVCC
- Load instrumentation library
- Include runtime header file
What Happens At Runtime?

Mode 1
Errors abort

- If exception is detected, we signal a trap instruction
- Kernel aborts execution

Mode 2
Errors don’t abort

- If exception is detected, we store the location in global memory
- At the end of kernels, we check if exceptions occurred
  - If so, it prints a report
- Slightly higher overhead than mode 1
Errors Abort Mode

Given a floating-point operation
• Resulted in +INF or -INF?
• Resulted in NaN?
• Is an underflow?
• Is an overflow?
• Is latent underflow/overflow?

No synchronization when checking

Interrupt routine:
• Threads (in block) get a lock
• First thread signals trap instruction

main() {
    kernel1<<<N,M>>>();
    kernel2<<<N,M>>>();
    kernel3<<<N,M>>>();
}
We report **Warnings** for Latent Underflows/Overflows

- **D FPC_DANGER_ZONE_PERCENT=x.x:**
  a. Changes the size of the danger zone.
  b. By default, x.x is 0.10, and it should be a number between 0.0 and 1.0.
Example of Error Report

+--------------------------- FPChecker Error Report ---------------------------+
| Error         | Underflow          |
| Operation     | MUL (9.99888672e-321) |
| File          | dot_product_raja.cpp |
| Line          | 32                 |
+---------------------------+-----------------------+
Example of Overflow

Laghos (LAGrangian High-Order Solver) is a miniapp that solves the time-dependent Euler equations of compressible gas dynamics.

```cpp
const double pinv = 1.0 / p;
// det(pinv*(gradv-q*I))
const double r = (0.5*pinv*pinv*pinv *
((gradv_q00*gradv_q11*gradv_q22) +
  (2.0*gradv10*gradv21*gradv20) -
  (gradv_q11*gradv20*gradv20) -
  (gradv_q22*gradv10*gradv10) -
  (gradv_q00*gradv21*gradv21)));

double phi = 0;
if (r <= -1.0) {
  phi = M_PI / 3.0;
}
else if (r < 1.0) {
  phi = acos(r) / 3.0;
}
```

- **p** is initially zero
- **pinv** is INF
- **r** becomes -INF

This branch is taken

May not be detected with printf
Overhead of FPChecker

Average slowdown observed in three mini applications: **1.3x - 1.5x**

Slowdown depends on:

- Mode of operation
- Floating-point instructions per kernel
- Kernel execution frequency

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Questions?

Source code available: https://github.com/LLNL/FPChecker
Exercises
Exercises with FPChecker

1. Compile and run CUDA application with Clang
2. Compile application with Clang & FPChecker
3. ERRORS_ABORT: NaN exception
4. ERRORS_DONT_ABORT: INF exception

Directory Structure

/Module-FPChecker
  |--/exercise-1
  |--/exercise-2
  |--/exercise-3
  |---/exercise-4
Application: LULESH

- Proxy application developed at LLNL
- Models a shock hydrodynamics problem
- LULESH version 2.0.2 for CUDA
  - Input: -s N
  - N: integer
  - Example: ./lulesh -s 5
    - Runs a 5x5x5 problem
- [https://computation.llnl.gov/projects/co-design/lulesh](https://computation.llnl.gov/projects/co-design/lulesh)
Exercise 1
Exercise 1: Compiling CUDA with Clang

- Open Makefile file
- Take a look at this compilation options:
  - NVCC = clang++
    - Indicates to use clang as the CUDA compiler
  - FLAGS = -g --cuda-gpu-arch=sm_35
    - Use debug information (-g)
    - Use CUDA compute capability (architecture) sm_35
- Execute:
  - $ make clean
  - $ make
Exercise 1: Output

$ make
clang++ -g --cuda-gpu-arch=sm_35 -Wno-mismatched-new-delete -Wno-format-extra-args -O3 -DNDEBUG allocator.cu -I ./ -c -o allocator.o
clang++ -g --cuda-gpu-arch=sm_35 -Wno-mismatched-new-delete -Wno-format-extra-args -O3 -DNDEBUG lulesh.cu -I ./ -c -o lulesh.o
clang++ -g --cuda-gpu-arch=sm_35 -Wno-mismatched-new-delete -Wno-format-extra-args -O3 -DNDEBUG lulesh-comms.cu -I ./ -c -o lulesh-comms.o
clang++ -L/usr/local/cuda-8.0/lib64/ -lcuda -lcudart allocator.o lulesh.o lulesh-comms.o lulesh-comms-gpu.o -o lulesh
Exercise 1: Running LULESH

- Run LULESH:
  - ./run_lulesh.sh

- Internally the scripts runs:
  - ./lulesh -s 5

$ ./run_lulesh.sh
Host ip-172-31-37-229 using GPU 0: Tesla K80
Running until t=0.010000, Problem size=5x5x5
cycle = 1, time = 3.417997e-04, dt=3.417997e-04
cycle = 2, time = 7.519594e-04, dt=4.101597e-04
cycle = 3, time = 8.925464e-04, dt=1.405871e-04
cycle = 4, time = 1.009948e-03, dt=1.174011e-04
...
cycle = 72, time = 1.000000e-02, dt=1.193338e-04
Run completed:
  Problem size = 5
  MPI tasks = 1
  Iteration count = 72
  Final Origin Energy = 7.853665e+03
  Testing Plane 0 of Energy Array on rank 0:
    MaxAbsDiff = 4.547474e-13
    TotalAbsDiff = 1.405569e-12
    MaxRelDiff = 4.974166e-15
  Elapsed time = 0.02 (s)
  Grind time (us/z/c) = 1.6841111 (per dom) (1.6841111 overall)
  FOM = 593.78505 (z/s)
Exercise 2: Compile Application with FPChecker

1. Open Makefile
2. Take a look at FPChecker flags

```bash
FPCHECKER_PATH = /opt/fpchecker/install
LLVM_PASS = -Xclang -load -Xclang $(FPCHECKER_PATH)/lib/libfpchecker.so \
            -include Runtime.h -I$(FPCHECKER_PATH)/src

OTHER_FLAGS = $(LLVM_PASS) -Wno-mismatched-new-delete -Wno-format-extra-args

NVCC = clang++
FLAGS = -g --cuda-gpu-arch=sm_35
DFLAGS = $(OTHER_FLAGS) -lineinfo
RFLAGS = $(OTHER_FLAGS) -O3 -DNDEBUG
```
Exercise 2: Compile Application with FPChecker

- Run make:
  - make

FPChecker output:

```
$ make
clang++ -g --cuda-gpu-arch=sm_35 -Xclang -load -Xclang/opt/fpchecker/install/lib/libfpchecker.so -include Runtime.h
-I/opt/fpchecker/install/src -Wno-mismatched-new-delete -Wno-format-extra-args -O3
-DNDEBUG allocator.cu -I ./ -c -o allocator.o
#FPCHECKER: Initializing instrumentation
#FPCHECKER: Pointer value (fp32_check_add_function): 0
...
```

Some instructions are instrumented:

```
#FPCHECKER: Entering main loop in instrumentFunction
#FPCHECKER: Instrumented operations: 15
#FPCHECKER: Leaving main loop in instrumentFunction
#FPCHECKER: Instrumenting function: _Z31CalcAccelerationForNodes_kerneliPdS_S_S_S_S_S_
#FPCHECKER: Entering main loop in instrumentFunction
#FPCHECKER: Instrumented operations: 4
```

May take a few minutes
Exercise 3
Exercise 3: NaN Exception & ERRORS_ABORT

- We inject a synthetic a NaN exception in LULESH
- FPChecker is run in ERRORS_ABORT mode
  - Detects the first exception
  - Reports the exception
  - Aborts
Exercise 3: Synthetic NaN Exception

- We inject a synthetic NaN exception in LULESH
  - See file: lulesh.cu
  - Line: 2868

```c
__global__
void CalcAccelerationForNodes_kernel(int numNode,
        Real_t *xdd, Real_t *ydd, Real_t *zdd,
        Real_t *fx, Real_t *fy, Real_t *fz,
        Real_t *nodalMass)
{
    int tid=blockDim.x*blockIdx.x+threadIdx.x;
    if (tid < numNode)
    {
        Real_t one_over_nMass = Real_t(1.)/nodalMass[tid];
        // NaN
        one_over_nMass = (one_over_nMass-one_over_nMass) / (one_over_nMass-one_over_nMass);
        xdd[tid]=fx[tid]*one_over_nMass;
        ydd[tid]=fy[tid]*one_over_nMass;
    }
}
```
Exercise 3: FPChecker Detects NaN Exception

- Run lulesh:
  - ./run_lulesh.sh
- See FPChecker report
- Aborts after report is printed

```bash
$ ./run_lulesh.sh

===============================================================================
FPChecker (v0.1.0, Jun 23 2019)
===============================================================================
Host ip-172-31-37-229 using GPU 0: Tesla K80
Running until t=0.010000, Problem size=10x10x10
+--------------------------- FPChecker Error Report ---------------------------+
Error         : NaN
Operation     : DIV
File          : lulesh.cu
Line          : 2868
+------------------------------------------------------------------------------+
terminate called after throwing an instance of 'thrust::system::detail::bad_alloc'
what(): std::bad_alloc: an illegal instruction was encountered
./run_lulesh.sh: line 3: 3344 Aborted (core dumped) ./lulesh -s 5
```
Exercise 4
Exercise 4: INF Exception & ERRORS_DONT_ABORT

- We inject a synthetic a INF exception in LULESH
- FPChecker is run in ERRORS_DONT_ABORT mode
  - Reports the exception
  - It doesn’t aborts on the first exception
  - Program continues running
Exercise 4: INF Exception & ERRORS_DONT_ABORT

Makefile

FPCHECKER_PATH = /opt/fpchecker/install
LLVM_PASS = -Xclang -load -Xclang $(FPCHECKER_PATH)/lib/libfpchecker.so \ -include Runtime.h -I$(FPCHECKER_PATH)/src -DFPC_ERRORS_DONT_ABORT

OTHER_FLAGS = $(LLVM_PASS) -Wno-mismatched-new-delete -Wno-format-extra-args

NVCC = clang++
FLAGS = -g --cuda-gpu-arch=sm_35
DFLAGS = $(OTHER_FLAGS) -lineinfo
RFLAGS = $(OTHER_FLAGS) -O3 -DNDEBUG
Exercise 4: FPChecker Detects INF Exception

- Run lulesh: 
  - ./run_lulesh.sh
- FPChecker report is a single line
- Program continues to run after the error report
- A warning is also reported

```
$ ./run_lulesh.sh
========================================
FPChecker (v0.1.0, Jun 23 2019)
========================================
Host ip-172-31-37-229 using GPU 0: Tesla K80
Running until t=0.010000, Problem size=5x5x5
cycle = 1, time = 3.417997e-04, dt=3.417997e-04
cycle = 2, time = 7.519594e-04, dt=4.101597e-04
#FPCHECKER: INF Error at lulesh.cu:2871 (code:#-2, tid:0)
cycle = 3, time = 8.925464e-04, dt=1.405871e-04
cycle = 4, time = 1.009948e-03, dt=1.174011e-04
#FPCHECKER: Warning at lulesh.cu:2871 (#2.805864e+304, tid:0)
cycle = 5, time = 1.114606e-03, dt=1.046586e-04
cycle = 6, time = 1.211786e-03, dt=9.718025e-05
cycle = 7, time = 1.304180e-03, dt=9.239337e-05
cycle = 8, time = 1.393422e-03, dt=8.924197e-05
cycle = 9, time = 1.480620e-03, dt=8.719797e-05
cycle = 10, time = 1.566588e-03, dt=8.596832e-05
...```