

Exercises for Architectures of Supercomputers

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- After **simulating** an Intel processor's L1 cache, in this exercise the **hardware performance counters** will be used to investigate the processor's behavior **in practice**
 - We can then compare these findings to our theoretical results from the previous exercise
- Refresher (see 4th exercise for details)
 - Modern processors feature **hardware performance counters**, which enable logging of certain **events** that occur on the processor
 - Mode of operation
 - Performance counters can be programmed with a particular event (e.g., the number of branch instructions executed)
 - Once programmed, the counter is incremented whenever the event (e.g., a branch instruction) occurs

- Write a program that takes the size of an array as argument
 - Allocate memory for the array (data type does not matter, although `float` or `double` is recommended)
 - Initialize the array with the value 1.0
- Recreate data-access pattern used in simulator
 - A regular streaming access to an array with a stride of 64 bytes
 - Implement the access in a separate function
 - Execute the data-access loop 10,000 times so the cache misses encountered in the first iteration will not significantly bias the result
- Measure the `GROUP MEM_UOPS_RETIRE_LOADS` and `MEM_LOAD_UOPS_RETIRE_L1_HIT` events for the function
 - Hint: Reuse code from 4th exercise to save time
 - Surround your function call with the appropriate `LIKWID_MARKER_START` and `LIKWID_MARKER_STOP` macros
 - `#include likwid.h` and use the appropriate compiler flags (`-I`, `-L`, ...)
 - Make sure to use `likwid-perfctr`'s marker API (`-m`)

Exercise 1: Cache Simulator

- Use `likwid-perfctr` to determine the cache hit rate for arrays of different sizes (20kB – 40kB)
- Extend last week's figure with a graph of the obtained data
 - x-axis (linear): array size [kB]
 - y-axis (linear): cache hit rate [%]
- Compare the results of the simulator to those of the processor