Computação de Alto Desempenho COC472 - Trabalho 2

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1 Questão 1

A natureza do código consiste em aproximar a equação de laplace para então resolvê-la utilizando o método da relaxação, que é tipicamente utilizado para obter a solução numérica de equações elipticas. A perfilagem torna-se importante para obter mais informações a respeito do comportamento do código no sistema, deste modo nós podemos entender melhor como o código está performando no sistema, assim, podendo identificar alguns hotstops e modifica-los caso necessário.

2 Como usar o gprof

Para perfilar seu código em C/C++ é necessário seguir os seguintes passos:

- Compile seu código em C/C++ utilizando a flag -pg. Ex: g++ -pg test.cpp -o test
- Execute o seu código para que ele gere um arquivo .out.
- Execute o gprof com o arquivo.out gerado no passo anterior como parâmetro. Ex: gprof gmon.out

3 Relatório do gprof

Abaixo segue o relatório gerado pelo gprof:

```
Flat profile:

Each sample counts as 0.01 seconds.
  %   cumulative   self              self     total           
 time   seconds   seconds    calls  ms/call  ms/call  name    
 84.93      0.22     0.22      100     2.21     2.61  LaplaceSolver::timeStep(double)
 15.44      0.26     0.04 24800400     0.00     0.00  SQR(double const&)
  0.00      0.26     0.00     2000     0.00     0.00  BC(double, double)
  0.00      0.26     0.00        2     0.00     0.00  seconds()
  0.00      0.26     0.00        1     0.00     0.00  _GLOBAL__sub_I__ZN4GridC2Eii
  0.00      0.26     0.00        1     0.00     0.00  __static_initialization_and_destruction_0(int,
  0.00      0.26     0.00        1     0.00     0.00  LaplaceSolver::initialize()
  0.00      0.26     0.00        1     0.00   260.97  LaplaceSolver::solve(int, double)
  0.00      0.26     0.00        1     0.00     0.00  LaplaceSolver::LaplaceSolver(Grid*)
  0.00      0.26     0.00        1     0.00     0.00  LaplaceSolver::~LaplaceSolver()
  0.00      0.26     0.00        1     0.00     0.00  Grid::setBCFunc(double (*)(double, double))
  0.00      0.26     0.00        1     0.00     0.00  Grid::Grid(int, int)

 %         the percentage of the total running time of the
time       program used by this function.

cumulative a running sum of the number of seconds accounted
 seconds   for by this function and those listed above it.

 self      the number of seconds accounted for by this
seconds    function alone.  This is the major sort for this
           listing.

calls      the number of times this function was invoked, if
           this function is profiled, else blank.

 self      the average number of milliseconds spent in this
ms/call    function per call, if this function is profiled,
           else blank.

 total     the average number of milliseconds spent in this
ms/call    function and its descendents per call, if this
           function is profiled, else blank.

name       the name of the function.  This is the minor sort
           for this listing. The index shows the location of
           the function in the gprof listing. If the index is
           in parenthesis it shows where it would appear in
           the gprof listing if it were to be printed.

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```

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```
                     Call graph (explanation follows)


granularity: each sample hit covers 2 byte(s) for 3.83% of 0.26 seconds

index % time    self  children    called     name
                                                 <spontaneous>
[1]    100.0    0.00    0.26                 main [1]
                0.00    0.26       1/1           LaplaceSolver::solve(int, double) [3]
                0.00    0.00       2/2           seconds() [12]
                0.00    0.00       1/1           Grid::Grid(int, int) [19]
                0.00    0.00       1/1           Grid::setBCFunc(double (*)(double, double)) [18]
                0.00    0.00       1/1           LaplaceSolver::LaplaceSolver(Grid*) [16]
                0.00    0.00       1/1           LaplaceSolver::~LaplaceSolver() [17]
-----------------------------------------------
                0.22    0.04     100/100         LaplaceSolver::solve(int, double) [3]
[2]    100.0    0.22    0.04     100         LaplaceSolver::timeStep(double) [2]
                0.04    0.00 24800400/24800400     SQR(double const&) [4]
-----------------------------------------------
                0.00    0.26       1/1           main [1]
[3]    100.0    0.00    0.26       1         LaplaceSolver::solve(int, double) [3]
                0.22    0.04     100/100         LaplaceSolver::timeStep(double) [2]
-----------------------------------------------
                0.04    0.00 24800400/24800400     LaplaceSolver::timeStep(double) [2]
[4]     15.4    0.04    0.00 24800400         SQR(double const&) [4]
-----------------------------------------------
                0.00    0.00    2000/2000        Grid::setBCFunc(double (*)(double, double)) [18]
[11]     0.0    0.00    0.00    2000         BC(double, double) [11]
-----------------------------------------------
                0.00    0.00       2/2           main [1]
[12]     0.0    0.00    0.00       2         seconds() [12]
-----------------------------------------------
                0.00    0.00       1/1           __libc_csu_init [24]
[13]     0.0    0.00    0.00       1         _GLOBAL__sub_I__ZN4GridC2Eii [13]
                0.00    0.00       1/1           __static_initialization_and_destruction_0(int, int)
-----------------------------------------------
                0.00    0.00       1/1           _GLOBAL__sub_I__ZN4GridC2Eii [13]
[14]     0.0    0.00    0.00       1         __static_initialization_and_destruction_0(int, int) [14]
-----------------------------------------------
                0.00    0.00       1/1           LaplaceSolver::LaplaceSolver(Grid*) [16]
[15]     0.0    0.00    0.00       1         LaplaceSolver::initialize() [15]
-----------------------------------------------
                0.00    0.00       1/1           main [1]
[16]     0.0    0.00    0.00       1         LaplaceSolver::LaplaceSolver(Grid*) [16]
                0.00    0.00       1/1           LaplaceSolver::initialize() [15]
-----------------------------------------------
                0.00    0.00       1/1           main [1]
```

```
[17]     0.0    0.00    0.00       1         LaplaceSolver::~LaplaceSolver() [17]
-----------------------------------------------
                0.00    0.00       1/1           main [1]
[18]     0.0    0.00    0.00       1         Grid::setBCFunc(double (*)(double, double)) [18]
                0.00    0.00    2000/2000        BC(double, double) [11]
-----------------------------------------------
                0.00    0.00       1/1           main [1]
[19]     0.0    0.00    0.00       1         Grid::Grid(int, int) [19]
-----------------------------------------------

 This table describes the call tree of the program, and was sorted by
 the total amount of time spent in each function and its children.

 Each entry in this table consists of several lines.  The line with the
 index number at the left hand margin lists the current function.
 The lines above it list the functions that called this function,
 and the lines below it list the functions this one called.
 This line lists:
     index      A unique number given to each element of the table.
                Index numbers are sorted numerically.
                The index number is printed next to every function name so
                it is easier to look up where the function is in the table.

     % time     This is the percentage of the `total' time that was spent
                in this function and its children.  Note that due to
                different viewpoints, functions excluded by options, etc,
                these numbers will NOT add up to 100%.

     self       This is the total amount of time spent in this function.

     children   This is the total amount of time propagated into this
                function by its children.

     called     This is the number of times the function was called.
                If the function called itself recursively, the number
                only includes non-recursive calls, and is followed by
                a `+' and the number of recursive calls.

     name       The name of the current function.  The index number is
                printed after it.  If the function is a member of a
                cycle, the cycle number is printed between the
                function's name and the index number.


 For the function's parents, the fields have the following meanings:

     self       This is the amount of time that was propagated directly
                from the function into this parent.

     children   This is the amount of time that was propagated from
                the function's children into this parent.
```

```
    called       This is the number of times this parent called the
                function `/' the total number of times the function
                was called.  Recursive calls to the function are not
                included in the number after the `/'.

    name         This is the name of the parent.  The parent's index
                number is printed after it.  If the parent is a
                member of a cycle, the cycle number is printed between
                the name and the index number.

 If the parents of the function cannot be determined, the word
 `<spontaneous>' is printed in the `name' field, and all the other
 fields are blank.

 For the function's children, the fields have the following meanings:

    self         This is the amount of time that was propagated directly
                from the child into the function.

    children       This is the amount of time that was propagated from the
                child's children to the function.

    called       This is the number of times the function called
                this child `/' the total number of times the child
                was called.  Recursive calls by the child are not
                listed in the number after the `/'.

    name         This is the name of the child.  The child's index
                number is printed after it.  If the child is a
                member of a cycle, the cycle number is printed
                between the name and the index number.

 If there are any cycles (circles) in the call graph, there is an
 entry for the cycle-as-a-whole.  This entry shows who called the
 cycle (as parents) and the members of the cycle (as children.)
 The `+' recursive calls entry shows the number of function calls that
 were internal to the cycle, and the calls entry for each member shows,
 for that member, how many times it was called from other members of
 the cycle.
```

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Index by function name

```
 [4] SQR(double const&)      [3] LaplaceSolver::solve(int, double) [18] Grid::setBCFunc(double (*)(
[14] __static_initialization_and_destruction_0(int, int) (laplace.cxx) [2] LaplaceSolver::timeStep(
```

Como é possível observar no Flat profile, o tempo de execução do código foi de 0.28s, onde os hotspots são: a função timeStep da classe LaplaceSolver (primeira linha do Flat profile) e a função SQR (segunda linha do Flat profile).

Quanto a questão de seguir as boas práticas, podemos dizer que alguns cálculos poderiam ser armazenados previamente em registradores e algumas funções poderiam ser removidas, deste modo, o código teria um tempo de execução menor.

4 Alterações Realizadas

Dentre as alterações possíveis, duas foram escolhidas.

4.1 Remoção da função SQR

A função SQR, como é possível olhar no relatório do gprof, possui um número de chamadas maior que 10 milhões, deste modo, é possível pensar em uma alternativa para esta solução.

Observando melhor, é possível analisar que esta função poderia ser simplesmente removida, pois na verdade ela é uma simples multiplicação. Então, é possível utilizar a técnica In-lining para escrever explicitamente esta função onde ela é chamada, deste modo evitando multiplas chamadas desnecessárias desta função.

4.2 Alteração na função timeStep

A função timeStep, como é possível olhar no relatório do gprof, possui um número de chamadas menor que alguns outros métodos, contudo ela ocupa uma maior porcentagem do tempo deste código deste modo, é possível pensar em uma forma de alterar o código, vizando essa diminuição do tempo de execução. Observando um pouco melhor a função, vemos que o cálculo do numerador da linha 131 - 133, é realizado de uma forma não otimizada, pois ele executa uma multiplicação por 0.5 a cada iteração da matriz e também a divisão por uma constante.

Observando que o denominador não é sendo alterado conforme o loop, foram criadas algumas variáveis, gerando uma função timeStep Refatorada.

5 Conclusão

Para observar as alterações realizadas, o código foi compilado novamente e gerado um novo arquivo do gprof, como é possível observar abaixo:

```
Flat profile:

Each sample counts as 0.01 seconds.
  %   cumulative   self              self     total
 time   seconds   seconds    calls  ms/call  ms/call  name
100.38      0.20     0.20      100     2.01     2.01  LaplaceSolver::timeStep(double)
  0.00      0.20     0.00     2000     0.00     0.00  BC(double, double)
  0.00      0.20     0.00        2     0.00     0.00  seconds()
  0.00      0.20     0.00        1     0.00     0.00  _GLOBAL__sub_I__ZN4GridC2Eii
  0.00      0.20     0.00        1     0.00     0.00  __static_initialization_and_destruction_0(int,
  0.00      0.20     0.00        1     0.00     0.00  LaplaceSolver::initialize()
  0.00      0.20     0.00        1     0.00   200.76  LaplaceSolver::solve(int, double)
  0.00      0.20     0.00        1     0.00     0.00  LaplaceSolver::LaplaceSolver(Grid*)
  0.00      0.20     0.00        1     0.00     0.00  LaplaceSolver::~LaplaceSolver()
  0.00      0.20     0.00        1     0.00     0.00  Grid::setBCFunc(double (*)(double, double))
  0.00      0.20     0.00        1     0.00     0.00  Grid::Grid(int, int)

 %         the percentage of the total running time of the
time       program used by this function.

cumulative a running sum of the number of seconds accounted
 seconds   for by this function and those listed above it.

 self      the number of seconds accounted for by this
seconds    function alone.  This is the major sort for this
           listing.

calls      the number of times this function was invoked, if
           this function is profiled, else blank.

 self      the average number of milliseconds spent in this
ms/call    function per call, if this function is profiled,
           else blank.

 total     the average number of milliseconds spent in this
ms/call    function and its descendents per call, if this
           function is profiled, else blank.

name       the name of the function.  This is the minor sort
           for this listing. The index shows the location of
           the function in the gprof listing. If the index is
           in parenthesis it shows where it would appear in
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```
                     Call graph (explanation follows)


granularity: each sample hit covers 2 byte(s) for 4.98% of 0.20 seconds

index % time    self  children    called     name
                                                 <spontaneous>
[1]    100.0    0.00    0.20                 main [1]
                0.00    0.20       1/1           LaplaceSolver::solve(int, double) [3]
                0.00    0.00       2/2           seconds() [11]
                0.00    0.00       1/1           Grid::Grid(int, int) [18]
                0.00    0.00       1/1           Grid::setBCFunc(double (*)(double, double)) [17]
                0.00    0.00       1/1           LaplaceSolver::LaplaceSolver(Grid*) [15]
                0.00    0.00       1/1           LaplaceSolver::~LaplaceSolver() [16]
-----------------------------------------------
                0.20    0.00     100/100         LaplaceSolver::solve(int, double) [3]
[2]    100.0    0.20    0.00     100         LaplaceSolver::timeStep(double) [2]
-----------------------------------------------
                0.00    0.20       1/1           main [1]
[3]    100.0    0.00    0.20       1         LaplaceSolver::solve(int, double) [3]
                0.20    0.00     100/100         LaplaceSolver::timeStep(double) [2]
-----------------------------------------------
                0.00    0.00    2000/2000        Grid::setBCFunc(double (*)(double, double)) [17]
[10]     0.0    0.00    0.00    2000         BC(double, double) [10]
-----------------------------------------------
                0.00    0.00       2/2           main [1]
[11]     0.0    0.00    0.00       2         seconds() [11]
-----------------------------------------------
                0.00    0.00       1/1           __libc_csu_init [23]
[12]     0.0    0.00    0.00       1         _GLOBAL__sub_I__ZN4GridC2Eii [12]
                0.00    0.00       1/1           __static_initialization_and_destruction_0(int, int)
-----------------------------------------------
                0.00    0.00       1/1           _GLOBAL__sub_I__ZN4GridC2Eii [12]
[13]     0.0    0.00    0.00       1         __static_initialization_and_destruction_0(int, int) [13]
-----------------------------------------------
                0.00    0.00       1/1           LaplaceSolver::LaplaceSolver(Grid*) [15]
[14]     0.0    0.00    0.00       1         LaplaceSolver::initialize() [14]
-----------------------------------------------
                0.00    0.00       1/1           main [1]
[15]     0.0    0.00    0.00       1         LaplaceSolver::LaplaceSolver(Grid*) [15]
                0.00    0.00       1/1           LaplaceSolver::initialize() [14]
-----------------------------------------------
                0.00    0.00       1/1           main [1]
[16]     0.0    0.00    0.00       1         LaplaceSolver::~LaplaceSolver() [16]
-----------------------------------------------
                0.00    0.00       1/1           main [1]
[17]     0.0    0.00    0.00       1         Grid::setBCFunc(double (*)(double, double)) [17]
```

```
                0.00    0.00    2000/2000       BC(double, double) [10]
-----------------------------------------------
                0.00    0.00       1/1          main [1]
[18]     0.0    0.00    0.00       1         Grid::Grid(int, int) [18]
-----------------------------------------------

 This table describes the call tree of the program, and was sorted by
 the total amount of time spent in each function and its children.

 Each entry in this table consists of several lines.  The line with the
 index number at the left hand margin lists the current function.
 The lines above it list the functions that called this function,
 and the lines below it list the functions this one called.
 This line lists:
     index      A unique number given to each element of the table.
                Index numbers are sorted numerically.
                The index number is printed next to every function name so
                it is easier to look up where the function is in the table.

     % time     This is the percentage of the `total' time that was spent
                in this function and its children.  Note that due to
                different viewpoints, functions excluded by options, etc,
                these numbers will NOT add up to 100%.

     self       This is the total amount of time spent in this function.

     children   This is the total amount of time propagated into this
                function by its children.

     called     This is the number of times the function was called.
                If the function called itself recursively, the number
                only includes non-recursive calls, and is followed by
                a `+' and the number of recursive calls.

     name       The name of the current function.  The index number is
                printed after it.  If the function is a member of a
                cycle, the cycle number is printed between the
                function's name and the index number.


 For the function's parents, the fields have the following meanings:

     self       This is the amount of time that was propagated directly
                from the function into this parent.

     children   This is the amount of time that was propagated from
                the function's children into this parent.

     called     This is the number of times this parent called the
                function `/' the total number of times the function
                was called.  Recursive calls to the function are not
```

included in the number after the '/'.

name — This is the name of the parent. The parent's index number is printed after it. If the parent is a member of a cycle, the cycle number is printed between the name and the index number.

If the parents of the function cannot be determined, the word '<spontaneous>' is printed in the 'name' field, and all the other fields are blank.

For the function's children, the fields have the following meanings:

self — This is the amount of time that was propagated directly from the child into the function.

children — This is the amount of time that was propagated from the child's children to the function.

called — This is the number of times the function called this child '/' the total number of times the child was called. Recursive calls by the child are not listed in the number after the '/'.

name — This is the name of the child. The child's index number is printed after it. If the child is a member of a cycle, the cycle number is printed between the name and the index number.

If there are any cycles (circles) in the call graph, there is an entry for the cycle-as-a-whole. This entry shows who called the cycle (as parents) and the members of the cycle (as children.) The '+' recursive calls entry shows the number of function calls that were internal to the cycle, and the calls entry for each member shows, for that member, how many times it was called from other members of the cycle.

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Index by function name

Com este novo arquivo, é possível observar que as alterações realizadas tiveram um resultado satisfatório, onde foi reduzido o tempo total de execução do código e o número de chamadas da função SQR foram reduzidos a 0, devido a remoção deste trecho de código e a alteração da função timeStep.

Além disso, foi possível observar a importância do gprof como profilador, devido ao grande número de informações fornecida a respeito de cada código, facilitando encontrar os hotspots presentes do programa.

6 Códigos

6.1 SQR

```
inline Real SQR(const Real &x)
{
    return (x * x);
}
```

6.2 timeStep

```
Real LaplaceSolver::timeStep(const Real dt)
{
    Real dx2 = g->dx * g->dx;
    Real dy2 = g->dy * g->dy;
    Real tmp;
    Real err = 0.0;
    int nx = g->nx;
    int ny = g->ny;
    Real **u = g->u;

    for (int i = 1; i < nx - 1; ++i)
    {
        for (int j = 1; j < ny - 1; ++j)
        {
            tmp = u[i][j];
            u[i][j] = ((u[i - 1][j] + u[i + 1][j]) * dy2 +
                       (u[i][j - 1] + u[i][j + 1]) * dx2) *
                      0.5 / (dx2 + dy2);
            err += SQR(u[i][j] - tmp);
        }
    }
    return sqrt(err);
}
```

6.3 timeStep Refatorada

```
Real LaplaceSolver ::timeStep(const Real dt)
{
    Real dx2 = g->dx * g->dx;
    Real dy2 = g->dy * g->dy;
    Real summation = dx2 + dy2;
    Real multiplier = 1 / (summation + summation);
    Real tmp;
    Real partial_result;
    Real err = 0.0;
    int nx = g->nx;
    int ny = g->ny;
    Real **u = g->u;

    for (int i = 1; i < nx - 1; ++i)
    {
        for (int j = 1; j < ny - 1; ++j)
        {
            tmp = u[i][j];
            u[i][j] = ((u[i - 1][j] + u[i + 1][j]) * dy2 +
                       (u[i][j - 1] + u[i][j + 1]) * dx2) *
                      multiplier;
             partial_result = u[i][j] - tmp;
             err += partial_result * partial_result;
        }
    }
    return sqrt(err);
}
```