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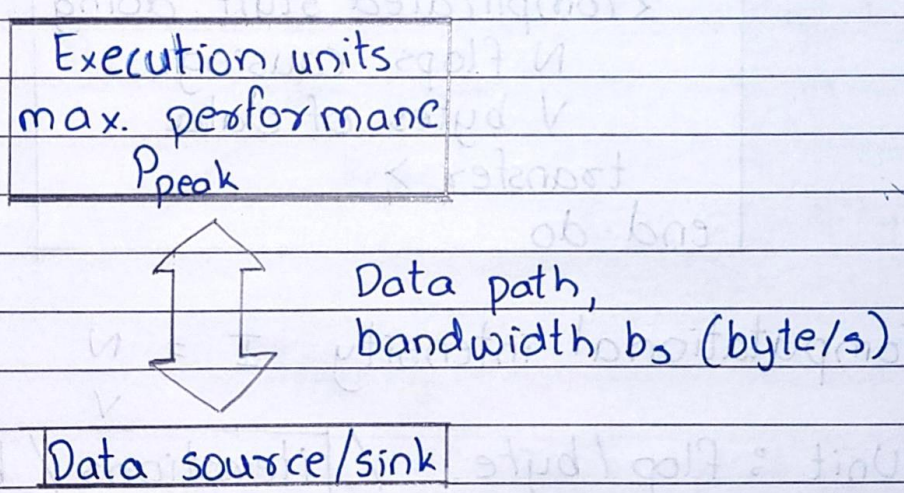
Naive Roofline Model. (Simple Roofline Model)

① The naive roofline model is probably the simplest but still useful performance model for steady-state loops in high performance computing.

② Hardware view.



Hardware is viewed as two units

i) Execution unit of processor (at max performance)
units : mega flops/s or mega loops/s
or iteration/s

ii) Data Source/Sink :
Main memory interface which can store data or deliver data at a maximum speed (bandwidth) (b_s)
unit : byte/s
Not necessary it should be memory interface.

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③ Software view :
Comprises of several back to back loops which is sufficiently large to startup and winddown effects like pipelining, prefetching. i.e steady state behavior

```
! may be multiple levels
do i = 1   <sufficient>
   <complicated stuff doing
      N flops causing
      V bytes of data
    transfer >
end do
```

Computational intensity $I = \frac{N}{V}$

Unit : flop / byte. / iterations / byte

④ There are possibly two situations that causes delay in a process.

a) The execution work limited to max performance of execution ~~usi~~ units.

b) The bandwidth of data path.

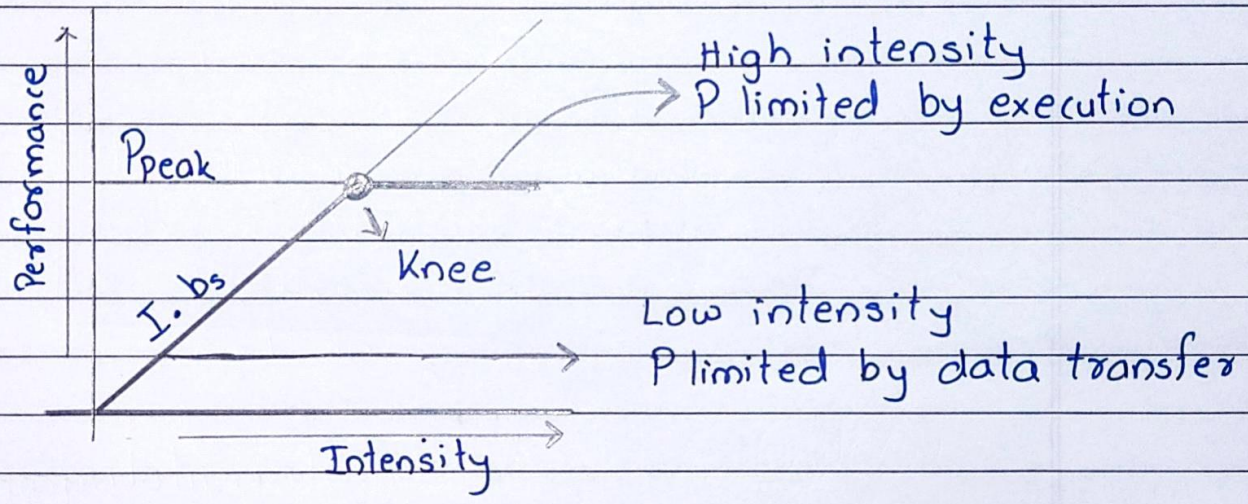
P_{peak} [flop/s]

$I \cdot b_s$ [flop / byte × byte / s]

∴ At any time the upper limit of the final performance is minimum of Ppeak and I.bs.

∴ P = min (Ppeak, I.bs)

⑤ Graphical representation



The intersection of Ppeak and I.bs is called as "Knee" which is the point where best use of resources is observed. i.e max performance.

∴ Pmax = I.bs

The model relies on several assumptions, including perfect overlap of data transfers and computation, ignoring latency effects and assuming steady-state code execution. Overall the naive roofline model provides a simplified way to analyze the potential performance of a

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code on specific hardware platform, helping developers understand whether their code is limited by computation or data transfer and guiding optimization efforts to achieve better performance.