



- Basic profiling tool under Linux: **gprof**

- Compiling for a profiling run

```
icc -pg ..... -o a.out  
./a.out
```

executable to be created

- After running the binary, a file **gmon.out** is written to the current directory
- Human readable output:

```
gprof a.out
```

- Inlining should be disabled for profiling
  - But then the executed code isn't what it should be...
- Profiling may (substantially) reduce overall code performance

# Profiling with gprof: Example (sample - output)



Test of kernel routine:

- Initialize
- Run the 2 computational kernels 10 times

```
tb082:/top> gprof ./lbmKernel-pg
Flat profile:
```

Each sample counts as 0.01 seconds.

% time	cumulative seconds	self seconds	calls	self s/call	total s/call	name
80.05	3.17	3.17	10	0.32	0.32	relax_standard_flipped_il_2g_
15.15	3.77	0.60	1	0.60	0.61	init_flipped_il_2g_
3.79	3.92	0.15	10	0.01	0.01	bounceback_index_flipped_il_2g_
0.51	3.94	0.02	2	0.01	0.01	make_bouncebacklist_
0.25	3.95	0.01	1	0.01	0.01	obsin_
0.25	3.96	0.01				munmap
0.00	3.96	0.00	2	0.00	0.00	get_time_info_
0.00	3.96	0.00	1	0.00	3.95	MAIN_
0.00	3.96	0.00	1	0.00	0.00	speed_info_mlups_

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

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

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

total  
ms/call the average number of milliseconds spent in this 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.

%	cumulative	self	
time	seconds	seconds	calls
80.05	3.17	3.17	10

self	total	
s/call	s/call	name
0.32	0.32	relax_standard_flipped_il_2g_
0.60	0.61	init_flipped_il_2g_

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

time

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.

# Profiling with gprof: Example (sample - output)



Call graph (explanation follows)

granularity: each sample hit covers 4 byte(s) for 0.25% of 3.96 seconds

index	% time	self	children	called	name
		0.00	3.95	1/1	main [2]
[1]	99.7	0.00	3.95	1	MAIN__ [1]
		3.17	0.00	10/10	relax_standard_flipped_il_2g_ [3]
		0.60	0.01	1/1	init_flipped_il_2g_ [4]
		0.15	0.00	10/10	bounceback_index_flipped_il_2g_ [5]
		0.01	0.00	1/1	obsin_ [7]
		0.01	0.00	1/2	make_bouncebacklist_ [6]
		0.00	0.00	2/2	get_time_info_ [9]
		0.00	0.00	1/1	speed_info_mlups_ [10]
-----					
					<spontaneous>
[2]	99.7	0.00	3.95		main [2]
		0.00	3.95	1/1	MAIN__ [1]
-----					
		3.17	0.00	10/10	MAIN__ [1]
[3]	80.1	3.17	0.00	10	relax_standard_flipped_il_2g_ [3]
-----					
		0.60	0.01	1/1	MAIN__ [1]
[4]	15.4	0.60	0.01	1	init_flipped_il_2g_ [4]
		0.01	0.00	1/2	make_bouncebacklist_ [6]
-----					
		0.15	0.00	10/10	MAIN__ [1]
[5]	3.8	0.15	0.00	10	bounceback_index_flipped_il_2g_ [5]
-----					
		0.01	0.00	1/2	MAIN__ [1]
		0.01	0.00	1/2	init_flipped_il_2g_ [4]
[6]	0.5	0.02	0.00	2	make_bouncebacklist_ [6]
-----					
		0.01	0.00	1/1	MAIN__ [1]
[7]	0.3	0.01	0.00	1	obsin_ [7]
-----					
					<spontaneous>
[8]	0.3	0.01	0.00		munmap [8]
-----					

Butterfly graph

Who calls whom  
and how often?



- Example with wrapped double class:

```
class D {  
    double d;  
public:  
    D(double _d=0) : d(_d) {}  
    D operator*(const D& o) {  
        D r;  
        r.d = d*o.d;  
        return r;  
    }  
    operator double() {  
        return d;  
    }  
};
```

Main program:

```
const int n=10000000;  
D a[n],b[n];  
D sum;  
  
for(int i=0; i<n; ++i)  
    a[i] = b[i] = 1.5;  
  
double s = timestamp();  
for(int k=0; k<10; ++k) {  
    for(int i=0; i<n; ++i)  
        sum = sum + a[i] * b[i];  
}
```



- `icpc -O3 -pg perf.cc`

% time	cumulative seconds	self seconds	calls	self Ts/call	total Ts/call	name
101.01	0.41	0.41				main

- `icpc -O3 -fno-inline -pg perf.cc`

% time	cumulative seconds	self seconds	calls	self ns/call	total ns/call	name
46.44	0.59	0.59	200000000	2.93	4.48	D::operator*(D const&)
29.63	0.96	0.37	240000001	1.56	1.56	D::D(double)
24.82	1.27	0.31				main

- **But where did the time *actually* go?**
  - Butterfly (callgraph) profile also available
  - Real problem also with use of libraries (STL!)
  - Sometimes you have to roll your own little profiler