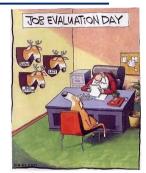
# **Advanced Computer Architecture**

# Evaluating Systems Fall 2016



### Pejman Lotfi-Kamran

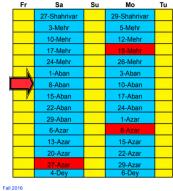
Adapted from slides originally developed by Profs. Hill, Hoe, Falsafi and Wenisch of CMU, EPFL, Michigan, Wisconsin

Fall 2016 Lec.12 - Slide 1

# Commercial Server Software

Fall 2016 Lec.12 - Slide 3

## Where Are We?



- ◆ This Lecture
  - Evaluation
- ◆ Next Lecture:
  - Coherence

Lec.12 - Slide 2

# Commercial Server Software

- ◆ Primary market for multiprocessor systems
- ◆ Examples:
  - Database systems: Oracle, DB2, SQLServer, PostGres, MySQL
  - Business apps: SAP, BAAN, PeopleSoft
  - Data analysis: MapReduce, large scale graph processing
  - Web-servers
    - ▲ Static content
    - ▲ Dynamic content: database integration + business logic
    - ▲ Web 2.0: user-supplied content
  - Infrastructure apps: memcached, J2EE

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# Why study database apps?

- ◆ They are economically important
- ◆ They share characteristics of many other apps (filesystems, web search, etc.)
- ◆ The vendors have spent a lot of time optimizing (generally, they won't have silly bottlenecks)

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# How are they different from Sci Apps?

- ◆ Requires tuning: knowledge-intensive, difficult
- Competitive market:
  - deliberate obfuscation/ benchmark gaming
- Large instruction footprints (I\$ matters)
- Huge data footprints (TLBs matter)
- Weird access types (non-cacheable, etc.)
- ◆ Latency, not bandwidth bound
- ◆ Dynamic memory allocation, garbage collection
- More pointer-chasing, fewer arrays
- No single obvious "working set"
  - multiple working sets with varying temporal locality
- Unpredictable sharing patterns
- ◆ Data & lock contention

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## Key characteristics

- ◆ Large, complex, monolithic software systems
- Designed for MP systems
  - Clusters (distributed databases)
  - Shared Memory
- Subsumes many OS functions
  - File system
  - Scheduling and multi-threading
  - Memory management
- Designed for high reliability (ACID properties)
  - Atomicity: a transaction happens or doesn't
  - Consistency: the state of the DB remains consistent
  - Isolation: transactions are independent
  - Durability: once performed, transactions are permanent

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# Standardized Benchmarks

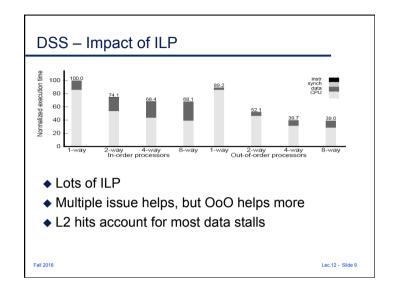
#### Transaction Processing Council (TPC)

- ☐ Strict scaling, disclosure, auditing rules
- □ Running these for real is hard: big hardware, 20-50 engineers, months of effort
- Running them in simulations is also hard: scaling, nondeterminism

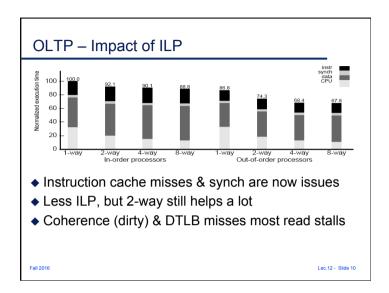
#### Two flavors of benchmark

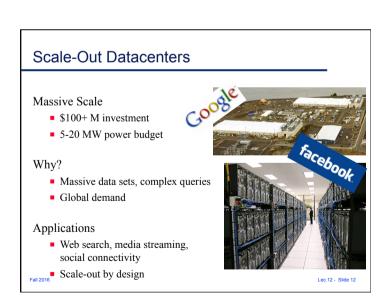
- □ Online transaction processing (OLTP): TPC-C
  - Lots of small transactions
  - Lots of locking, concurrency, I/O; memory-latency bound
- Decision support system (DSS): TPC-H
  - ☐ Large, complex read-only queries
  - Often compute bound (given enough disks)
  - ☐ Highly parallel, data partitioning, parallel operators

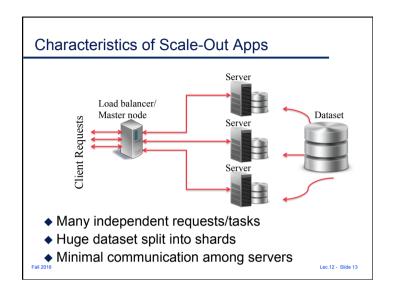
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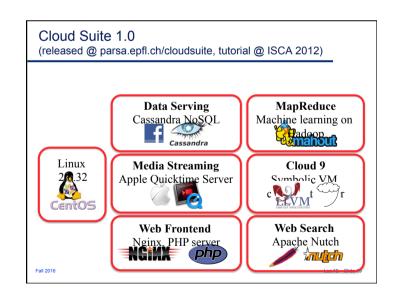












# How Efficient are Today's Servers?

- ◆ Created benchmark suite
  - Diverse set of cloud workloads
  - Quantified high-level behavior

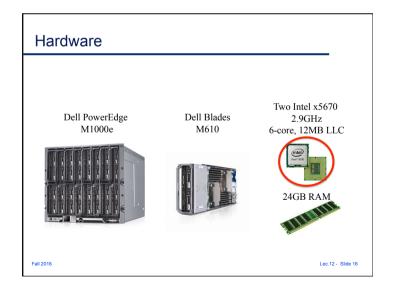


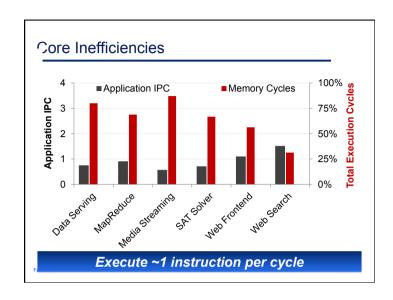
- Used performance counters
- Identified needs of cloud apps

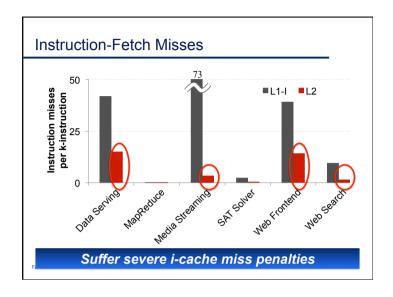


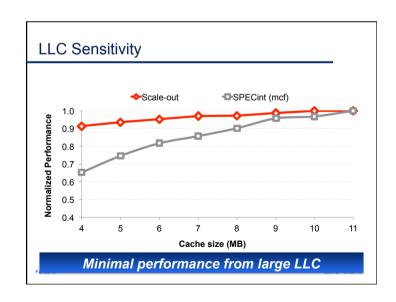


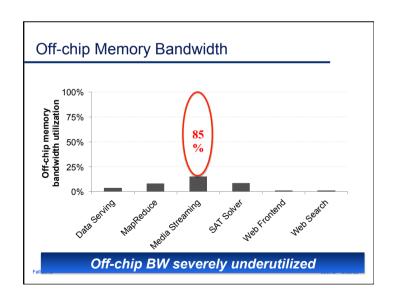
Modern CPUs don't match needs of cloud apps

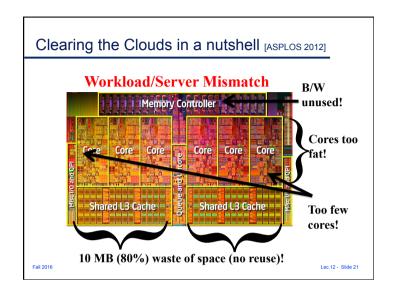












# Summary

- ◆ Accurate metrics to evaluate designs
- ◆ Don't forget the laws!
- ◆ Tools
- ◆ Wide spectrum of parallel workloads

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