
Performance Characterization

Lab 1

- Deploy and perform real HW evaluation with SpecCPU2006
 - 29 Applications
 - Compiler effect
- Study
 - ISA and optimization influence
 - Bottleneck analysis, Energy waste
- Deploy and evaluation with SpecWeb2005 and SpecJBB2005
 - 3 Applications: banking website, e-commerce website and a vendor support website
 - Appserver

CPU Benchmarks

- Designed to stress and compare processor/memory architecture
 - Little to none influence of other computer components (e.g. I/O)
 - “Supposedly” low OS impact
- Most widely use SpecCPU2006
 - Programs try to cover a ample aspect of use
 - Mostly single core (no multithreaded) although might be used to evaluate a multi-core in throughput computing environment
- Designed against bench-marketing
 - Every bit of it is designed to avoid “tampering” with the results

Everything is distilled down a number :the SPECmark

- Reference machine: Sun Ultra Enterprise II (1997/ 297 Mhz USII)
- Latency SPECmark (SPECint & SPECfp)
 - For each benchmark
 - Take odd number of samples: on both machines
 - Choose median
 - Take latency ratio (Sun Ultra Enterprise II / your machine)
 - Take GMEAN of ratios over all benchmarks
- Throughput SPECmark (SPECint_rate & SPECfp_rate)
 - Run multiple benchmarks in parallel on multiple-processor system
- Recent (latency) leaders
 - SPECint: [Intel Xeon E5-2699](#) (63.6)
 - SPECfp: Intel Xeon E5-2699 (101)

Components of SPECcpu 2006

■ Floating Point

- <http://www.spec.org/cpu2006/CFP2006/>
- 17 programs, C, C++ and Fortran.
- Most cases physical phenomena, modeling
- Quite regular, and “usually” memory bound

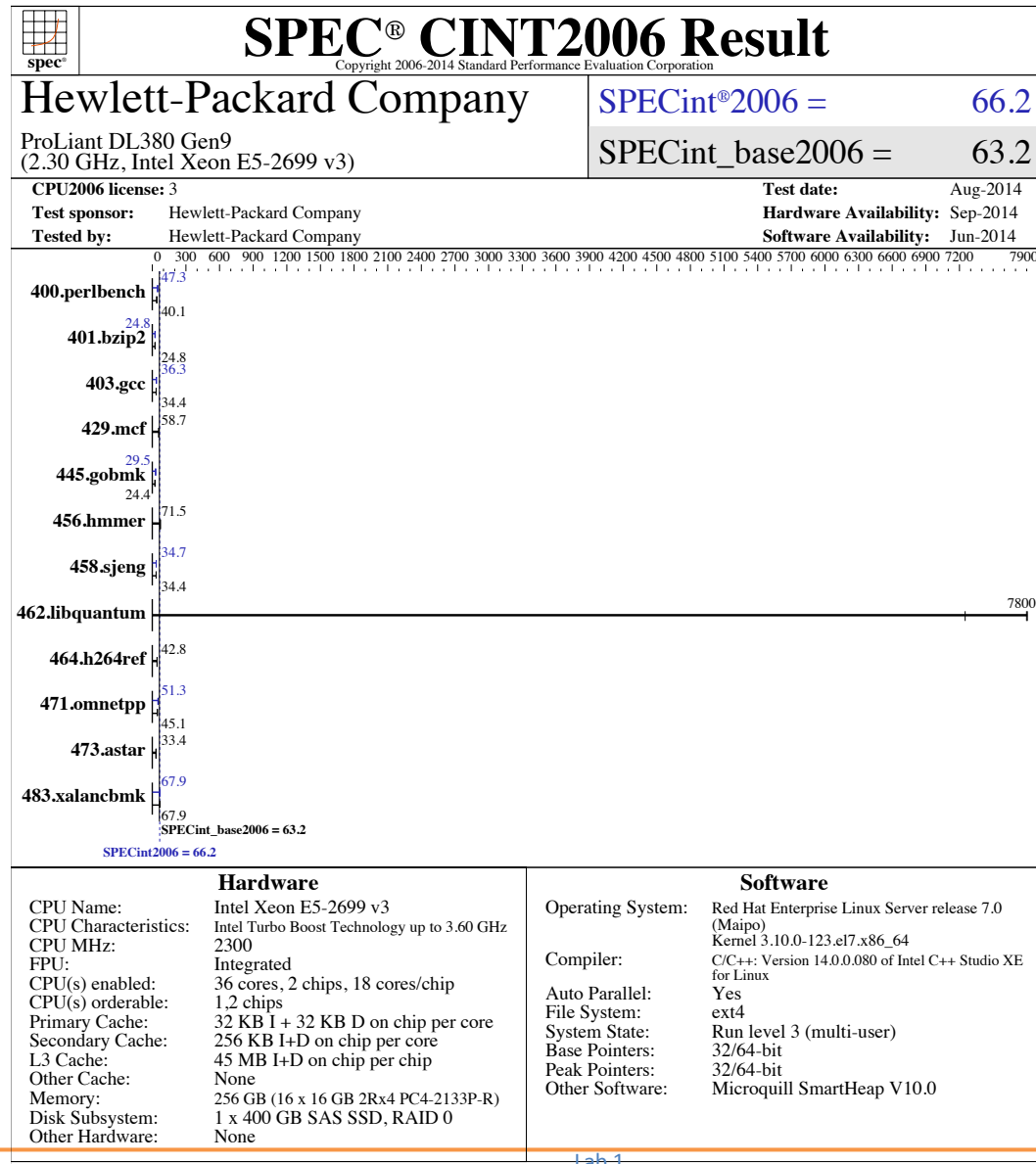
■ Integer

- <http://www.spec.org/cpu2006/CINT2006/>
- 12 programs, C and C++
- Most cases data processing or “logic” simulations
- Quite irregular code, and “usually” CPU bound

■ OS & Compiler agnostic

- Via portability flags (conditional compilation)

Example Report



Some notes

- Peak performance
 - Represents the results for “best” app dependent compiler options
- Base
 - Represents the results for a “common” set of options across all the apps in the suite (using the same compiler)
- Modes
 - Default
 - Only affected by single core performance
 - Beware! Today's processors use core independent DVFS (turbo boost)
 - 3.6Ghz versus 2.3Ghz
 - Rate
 - Is usually used to compare performance in a throughput environment
 - Affected by the number of cores, threads per core, etc...
 - Interesting for servers in cloud-computing tasks

Task 1

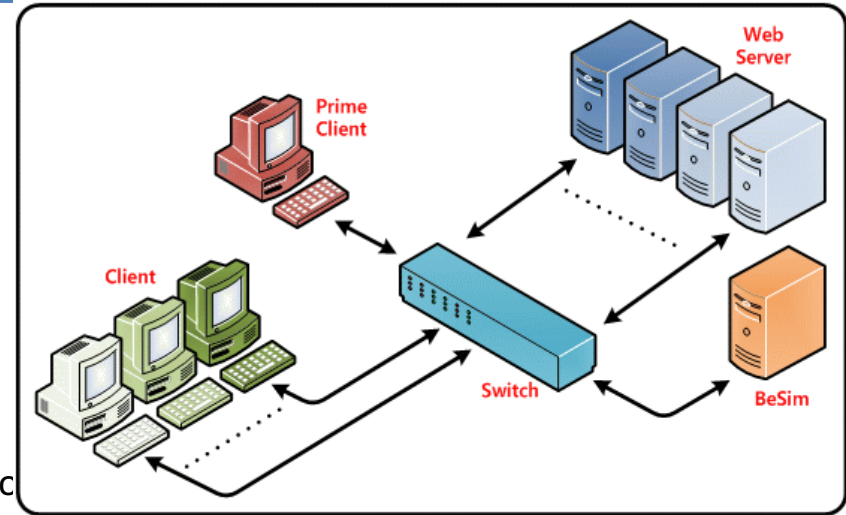
- Download code
 - <http://www.atc.unican.es/%7evpuente/SOA/SPECcpu2006.tar.bz2>
- Run the whole SPEC suite
 - Setup the environment for C/C++/Fortran
 - Use the provided scripts to produce the report of your hardware
 - <a> Determine the influence of the ISA (from x86 to x86-64)
 - Compare a 32-bits and 64-bit compilation
 - Compare profile-guided compilation (runspec supports it)
- Choose one of benchmarks in each suite (both INT & FP)
 - <a> Determine which benchmarks are memory bounded and which CPU bounded (i.e. determine IPC)
 - Determine how much energy is wasted due to speculation (i.e. obtain the efficiency of the branch predictor and memory speculation)
- Use “train” input for whole benchmark runs
 - Choose the most remarkable application for “ref.” input

Deployment of Complex Workloads

- Real life systems aren't simple cpu/mem bounded apps
- More like a combination of pieces working together to provide a results with substantial influence from I/O and other SW components (OS, DBMS, WebServer, JVM, etc...)
 - Hard to deploy and maintain
 - Hard to optimize
- Although, not widely used, there are also benchmarks
 - SpecVIRT (SpecWeb, SpecJbb)
 - TPC-XX,
 - BigBench,
 - ...

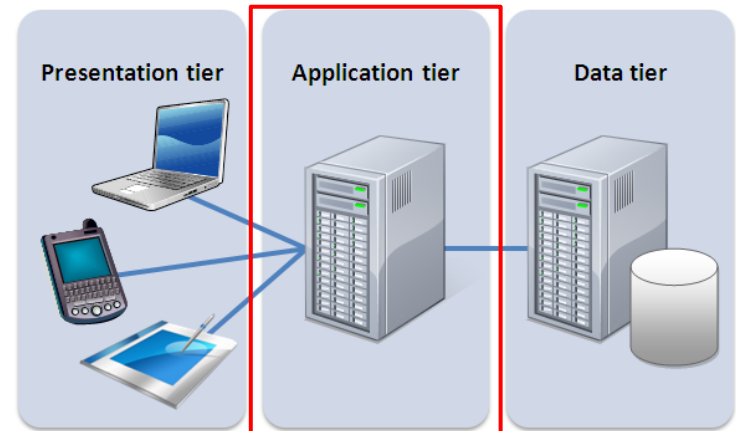
Real “Life” use (Level 2)

- Use SpecWeb2005 as guinea pig
 - Now is obsolete... but still useful
- Three mayor components
 - Banking Workload
 - Heavy dynamic content and fully secure
 - Ecommerce workload
 - Mixed static/dynamic content, some portic uses SSL
 - Support workload
 - Heavy static download, no SSL
- Performance measure is not easy (but not that hard either)
 - 3 pieces= Web server (jsp or php) + Back End Simulator + Clients
 - Although designed to run ins separate machines, we will use the same machine for the 3 pieces
- Hard to deploy
 - Many crosscutting issues: Apache, php, JSP, SSL, ...



Real “Life” use (Level 1)

- Use SPECjbb2005
 - Representative benchmark for commercial servers
 - Evaluates the server side java in a three-tier client/server system (with emphasis in the middle tier)
 - Partially emulates an OLTP system
 - 1st degree approximation to other more complex approaches (TPC-C)
- Evaluates
 - Runtime: JVM, JIT, OS
 - CPU, Mem
 - Little I/O
- Much easier to deploy than SPECweb2005
 - Even easier than SPECcpu
 - The whole thing (setup and run) is encapsulated in a jar file



Task 2

- Download code
 - <http://www.atc.unican.es/%7evpuente/SOA/SPECweb2005.tar.bz2>
 - <http://www.atc.unican.es/%7evpuente/SOA/SPECjbb2005.tar.gz>
- Software stack influence in complex workloads:
 - Effects of web-server in SPECweb2005 (apache vs nginx)
 - Effects of JVM in SPECjbb2005(Oracle JVM vs *gpl* JVMs)
- What is the effect of I/O system and runtime in performance? Use the tool u want

Grades

■ Task 1

- 50%
 - Straightforward
 - Will require read documentation and “fix” some C/C++ code

■ Task 2

- 50%
 - Level 1 (20%)
 - Read more advanced documentation
 - Even easier to deploy than task 1
 - Level 2 (30%)
 - Hard, especially SSL portions
 - Will require configure apache/nginx (php, mod-cgi, SSL)
 - » Lots of stackOverflow
 - I will help

■ We will use this in next lab

- Use profuse documentation, specially in task2.2