

# Assignment 1

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## 1 Problem 1

We will be using the following formula to calculate FLOPS of my CPU

$$FLOPS = cpu\_speed \times num\_cores \times avx\_factor \times fma\_factor$$

Now, we will collect information of above parameters from our CPU. However, MacOS does not support `lsmem` and `lscpu`. The best alternative I could find on the internet is to execute the following script

```
sysctl -a | grep machdep.cpu | fold -w60
```

```
machdep.cpu.cores_per_package: 10
machdep.cpu.core_count: 10
machdep.cpu.logical_per_package: 10
machdep.cpu.thread_count: 10
machdep.cpu.brand_string: Apple M1 Max
machdep.cpu.features: FPU VME DE PSE TSC MSR PAE MCE CX8 API
C SEP MTRR PGE MCA CMOV PAT PSE36 CLFSH DS ACPI MMX FXSR SSE
SSE2 SS HTT TM PBE SSE3 PCLMULQDQ DTSE64 MON DSCPL VMX EST
TM2 SSSE3 CX16 TPR PDCM SSE4.1 SSE4.2 AES SEGLIM64
machdep.cpu.feature_bits: 151121000215084031
machdep.cpu.family: 6
```

However, I could not find any wanted parameters here. Therefore, I just `ssh` into another linux machine and got its info instead. Here is the output for `lscpu` on that machine.

```
Architecture:          x86_64
CPU op-mode(s):        32-bit, 64-bit
```

Address sizes: 46 bits physical, 57 bits virtual  
 Byte Order: Little Endian  
 CPU(s): 8  
 On-line CPU(s) list: 0-7  
 Vendor ID: GenuineIntel  
 Model name: Intel Xeon Processor (Ice Lake)  
 CPU family: 6  
 Model: 134  
 Thread(s) per core: 1  
 Core(s) per socket: 1  
 Socket(s): 8  
 Stepping: 0  
 BogomIPS: 5985.93  
 Flags: fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov pat pse36 clflush mmx fxsr sse sse2 ss syscall nx pdpe1gb rdtscp lm constant\_tsc rep\_good nopl xtopology cpuid tsc\_known\_freq pni pclmulqdq vmx sse3 fma cx16 pcid sse4\_1 sse4\_2 x2apic movbe popcnt tsc\_deadline\_timer aes xsave avx f16c rdrand hypervisor lahf\_lm abm 3dnowprefetch cpuid\_fault invpcid\_single ssbd ibrs ibpb stibp ibrs\_enhanced tpr\_shadow vnmi flexpriority ept vpid eptad fsrsgbase tsc\_adjust bmi1 avx2 smep bmi2 erms invpcid avx512f avx512dq rdseed adx smap avx512ifma clflushopt clwb avx512cd sha\_ni avx512bw avx512vl xsaveopt xsavec xgetbv1 xsaves wbnoinvd arat avx512vbmi umip pku ospke avx512\_vbmi2 gfni vaes vpclmulqdq avx512\_vnni avx512\_bitalg avx512\_vpopcntdq la57 rdpid fsrm md\_clear arch\_capabilities  
 Virtualization: VT-x  
 Hypervisor vendor: KVM  
 Virtualization type: full  
 L1d cache: 256 KiB (8 instances)  
 L1i cache: 256 KiB (8 instances)  
 L2 cache: 32 MiB (8 instances)  
 L3 cache: 128 MiB (8 instances)  
 NUMA node(s): 1  
 NUMA node0 CPU(s): 0-7  
 Vulnerability Itlb multihit: Not affected  
 Vulnerability L1tf: Not affected

```

Vulnerability Mds:                Not affected
Vulnerability Meltdown:           Not affected
Vulnerability Mmio stale data:    Vulnerable: Clear CPU buffers
attempted, no microcode; SMT Host state unknown
Vulnerability Retbleed:           Not affected
Vulnerability Spec store bypass:  Mitigation; Speculative Store
Bypass disabled via prctl and seccomp
Vulnerability Spectre v1:         Mitigation; usercopy/swapgs
barriers and __user pointer sanitization
Vulnerability Spectre v2:         Mitigation; Enhanced IBRS,
IBPB conditional, RSB filling, PBRSE-eIBRS Not affected
Vulnerability Srbds:              Not affected
Vulnerability Tsx async abort:    Mitigation; TSX disabled

```

I notice, I have 8 cores and they support `avx512f` and `fma`. According to this answer, we adjust `avx_fct` and `fma_fct` used in calculation accordingly.

I notice the `lscpu` reports `BogoMIPS` instead of `cpu speed`. So I did `cat /proc/cpuinfo | grep cpu` to find out the `cpu` clock speed is in fact 2992.969 MHz.

The FLOPS is calculated by the following code.

```

begin
    cpu_speed = 2.992969; # GHz
    num_cores = 8;
    avx_fct = 512 / 64; # 2 floats
    fma_fct = 2;
    println("The computing power of my CPU is \
            $(cpu_speed * num_cores * avx_fct * fma_fct) GFLOPS")
end

```

The computing power of my CPU is 383.100032 GFLOPS

This is extremely fast. However, we also need to consider data I/O bottleneck. Meaning, we need to take data from **DRAM** to **SRAM** on the CPU. According to the lecture, this is about 100 GB/s. Each GFLOP uses roughly 32 \* 2 GB of data on x64 machine.

```

begin
    io_speed = 100 #GB/s
    gflop_data = 32 * 2 #GB , we operate on two floats
    println("data I/O bottleneck caps the machine speed to \

```

```

                                $(io_speed/gflop_data) GFLOPS")
end

data I/O bottleneck caps the machine speed to 1.5625 GFLOPS

```

Lastly, if the program requires multiple data I/O, we will then hit the latency problem. The output of `lsmem` shows that we have 64GB of ram, the OS will take away approximately 1GB. So we could use 63GB to do useful things. Every 63GB of data, we need extra 50ns of time to let the machine know we need new data!

RANGE	SIZE	STATE	REMOVABLE
BLOCK			
0x0000000000000000-0x00000000bfffffff	3G	online	yes
0-2			
0x00000000100000000-0x0000000103fffffff	61G	online	yes
4-64			

```

Memory block size:      1G
Total online memory:    64G
Total offline memory:   0B

```

```

begin
    mem_size = 63; #GB
    gflop_data = 32 * 2 ; #GB
    latency = 50 /(10^9); # s
    println("Latency issue caps our machine speed at \
            $(mem_size/gflop_data/(1+latency)) GFLOPS")
end

```

Latency issue caps our machine speed at 0.9843749507812526 GFLOPS

**In conclusion**, for a short amount of time, our machine could do work at 383.100032 GFLOPS. Then it will hit a data I/O bottleneck and degrade to 1.5625 GFLOPS. Eventually, it will hit the latency bottleneck and degrade to less than 0.9843749507812526 GFLOPS.

## 2 Problem 2

Let us assume information is propogating at the speed of light which is approximately  $3 \times 10^{11} \text{ cm/s}$ . Then the latency time will be

$$t_{la} = d/v = 10 \text{ cm} / (3 \times 10^{11} \text{ cm/s}) = 3.33 \times 10^{-11} \text{ s}$$

To compare it to the CPU speed

### **3 Problem 3**

### **4 Problem 4**