

Benchmarking current vs alternative version of Boogie

This compares the current version of Boogie with a an alternative, newer one.

In the current instance, we are comparing Boogie 2.8.31 with the head version in which *zero weights are used for array axioms*. The comparison uses the new monomorphized Boogie backend. There is a ~10% improvement visible from the benchmarks. While some verification problems take longer, overall verification time is reduced.

Preparation

Load the prover-lab crate. This may take *long* (minutes) the first time the Jupyter server is started because it compiles a lot Rust sources.

```
In [23]: :sccache 1
:dep prover-lab = { path = "../.." }
```

```
Out[23]: sccache: true
```

Make functions from the benchmark module available:

```
In [26]: use prover_lab::benchmark::*;
```

Module Verification Time

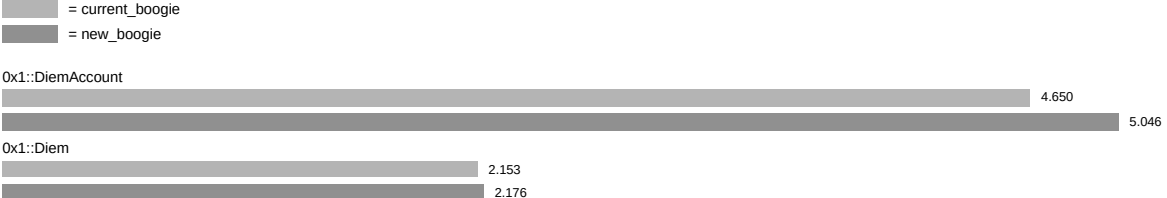
In overall verification time for all Diem modules, zero-weight does about 10% better:

```
In [27]: let mut current_mod = read_benchmark("current_boogie.mod_data");
let mut new_mod = read_benchmark("new_boogie.mod_data");
stats_benchmarks(&[&current_mod, &new_mod])
```

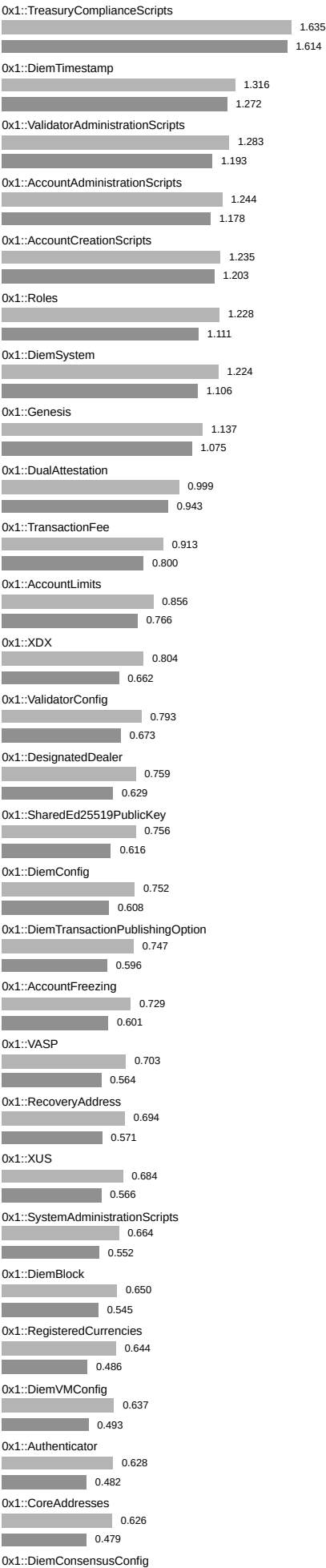
```
Out[27]: current_boogie: 34.905s tot, 1.000 rel
new_boogie : 31.556s tot, 0.904 rel
```

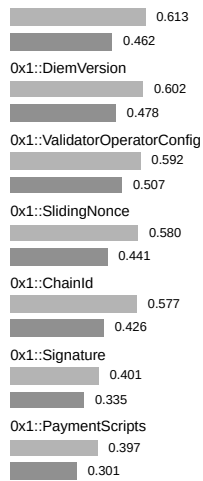
However, per module it appears that some of the more notorious difficult problems like DiemAccount takes longer. The advantage seems to be in speeding up simpler problems:

```
In [22]: current_mod.sort(); // Will also determine order of other samples.
plot_benchmarks(&[&current_mod, &new_mod])
```

```
Out[22]: 
= current_boogie
= new_boogie
```

Module	Current Version (s)	New Version (s)
0x1::DiemAccount	5.046	4.650
0x1::Diem	2.153	2.176



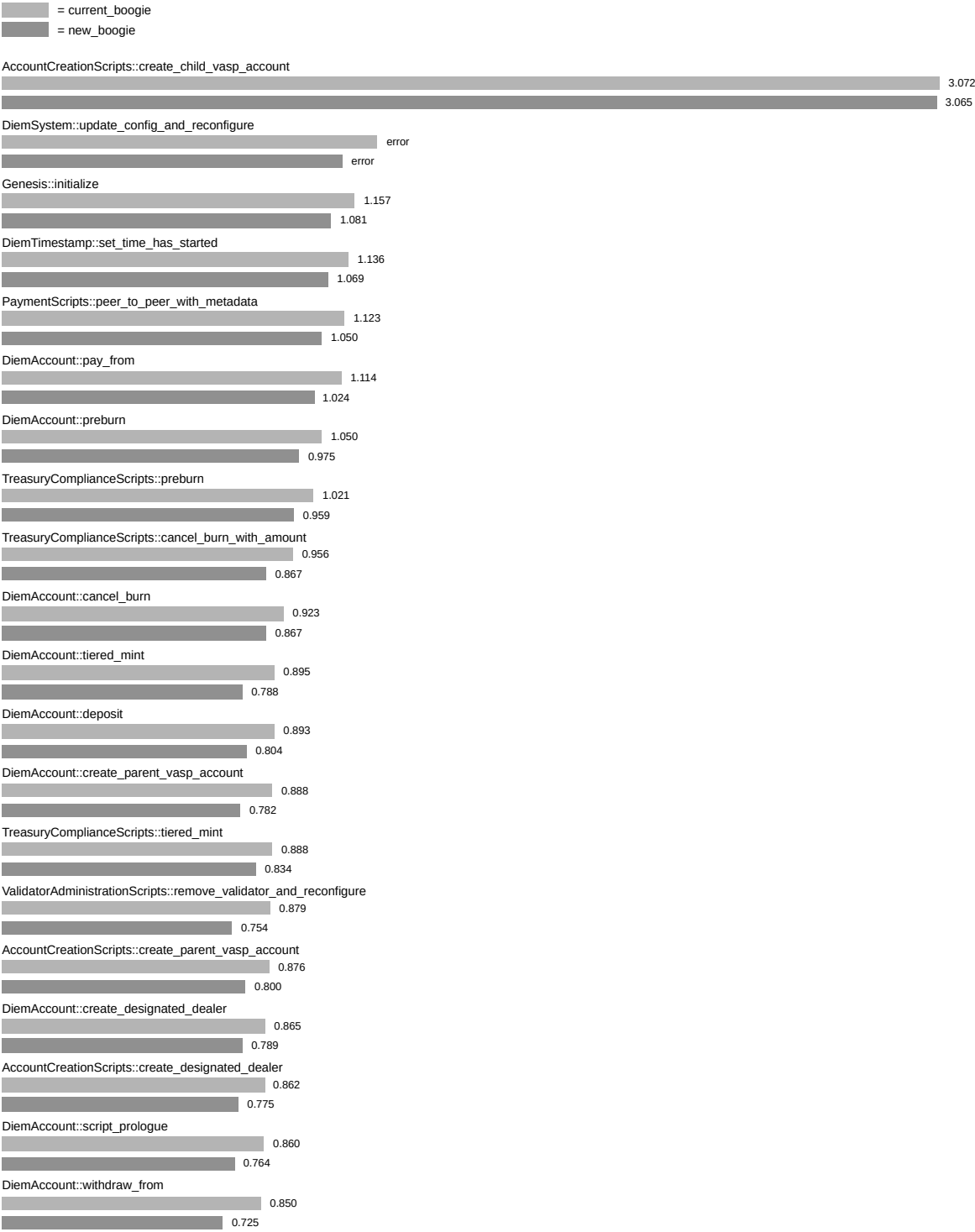


Top 20 by Function

In [7]:

```
let mut current_fun = read_benchmark("current_boogie.fun_data");  
let mut new_fun = read_benchmark("new_boogie.fun_data");  
current_fun.sort(); // Will also determine order of other samples.  
current_fun.take(20);  
plot_benchmarks(&[&current_fun, &new_fun])
```

Out[7]:



In []: