

## Int raction Logiciel Architecture

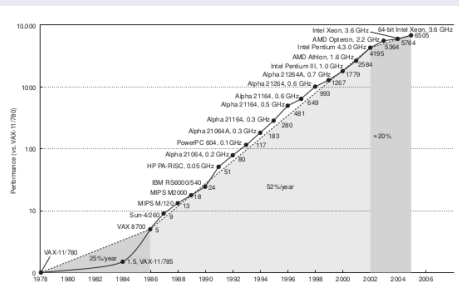
## Les performances et leur mesure

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## Metrics Moore

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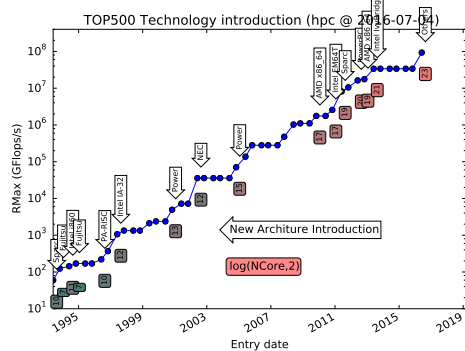
## La loi de Moore



Growth in processor performance since the mid-1980s. This chart plots performance relative to the VAX 11/780 as measured by the SPECint benchmarks [Hennessy]

### Metrics Top500

## Metrics Top500



Lien entre l'introduction d'une nouvelle technologie et son impact sur les performances

## 1 Motivation

- Metrics Moore
- Metrics Top500

## 2 Pourquoi

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- Vocabulaire : Cycle par seconds / Flops
- Vocabulaire Peak / Sustained
- Vocabulaire Lois
- Vocabulaire Speedup

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## Metrics How to Measure Performance ?

### What scale ?

- Application level (TPS, Frame/s, .../)
- Run to completion
- Method level
- Instruction level

### Tools

- Wall clock
- gettimeofday
- Performance counters

### Full application or function call ?

- Cold start / warmup
- Statistic / multiple calls
- How many calls

## Vocabulaire : Cycle par seconds / Flops

### Units

- Mips** Million operation per second
- Flops** Floating point operation per second  
<http://www.top500.org>
- Flops/Watt** Floating point operation per watt per second  
<http://www.green500.org>
- IPC** : Instructions per Cycle

### How to mesure

- Analytique (wall clock)
- Instrumentation
  - "Portable" (gettimeofday())
  - Hardware (hardware performance counter)

## Vocabulaire Peak / Sustained

### Notions

- Peak** performance : maximal theoretical performance, assuming no bubble
- Sustain** performance : real acheived performance, on a real benchmark

### Cost

- What is the percentage you're ready to lose ? 90% 95% ?
- How many are you ready to pay (time, money) to minimise this loss ?

<http://www.top500.org>

## Vocabulaire Lois

### Obey the law !

- Moore [http://en.wikipedia.org/wiki/Moore's\\_law](http://en.wikipedia.org/wiki/Moore's_law)
- Amdahl [http://en.wikipedia.org/wiki/Amdahl's\\_law](http://en.wikipedia.org/wiki/Amdahl's_law)
- Memory bound [http://en.wikipedia.org/wiki/IO\\_bound](http://en.wikipedia.org/wiki/IO_bound)
- CPU bound [http://en.wikipedia.org/wiki/CPU\\_bound](http://en.wikipedia.org/wiki/CPU_bound)

## Vocabulaire Speedup

### Notion

**Speedup**  $S = 100 * \frac{T_{seq}}{T_{opt}}$   
Can be between

- 1 and N processor
- 1 and vectorized
- non optimized versus optimized version

**Mesure Quality** what are the execution conditions : data set, computer workload, reproducibly, ...

Computer science has to use "human science" tools & methodology

## Amdahl2

### Argumentation

Assume that a task has two independent parts, A and B. B takes roughly 25% of the time of the whole computation. By working very hard, one may be able to make this part 5 times faster, but this only reduces the time for the whole computation by a little. In contrast, one may need to perform less work to make part A be twice as fast. This will make the computation much faster than by optimizing part B, even though B's speed-up is greater by ratio, (5x versus 2x)

### Illustration

Two independent parts **A B**

Original process

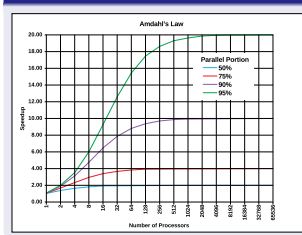
Make **B** 5x faster

## Vocabulaire Amdahl

### Argumentation

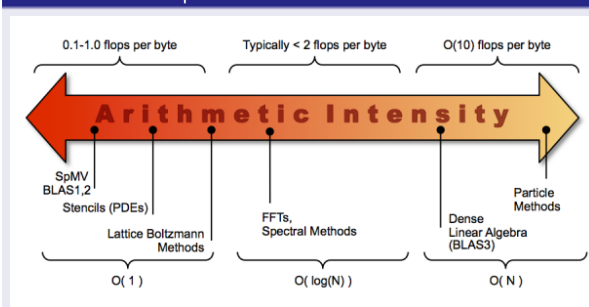
The speedup of a program using multiple processors in parallel computing is limited by the sequential fraction of the program. For example, if 95% of the program can be parallelized, the theoretical maximum speedup using parallel computing would be 20x as shown in the diagram, no matter how many processors are used.

### Illustration



## Metrics Roofline model

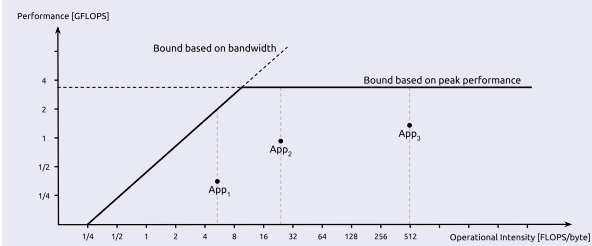
### Intensité arithmétique



(From <https://crd.lbl.gov/departments/computer-science/PAR/research/roofline/>)

## Metrics Roofline

### Arithmetic intensity versus performance



[https://en.wikipedia.org/wiki/Roofline\\_model](https://en.wikipedia.org/wiki/Roofline_model)

## Comment Outillage

### Outillage pour la performance

- HW related
  - gprof
  - gdb
- Simulation
  - Performance counters
  - JTAG
- Analytical
  - Static analysis

## Rappels Static Compilation chain

### Static compilation (on C language) :

- |   |       |
|---|-------|
| 1 Preprocessor (all # stuff : rewriting)    | cc -E |
| 2 Compilation (from C to textual assembly)  | cc -S |
| 3 Assembly (from textual asm to binary asm) | cc -c |
| 4 Executable (binary + dynamic library)     |       |

### Optional

- Profiling : Compile (use -pg) produce File ; Run File ; Use gprof
- cc -da dump all intermediate representation

(Use gcc -v to see all the steps)

Don't stop at static time (Operating system + processor) : Load in memory, dynamic linking ; Branch resolution ; Cache warmup

## Comment gprof

### Argumentation

- Compile using -pg option  
gcc -pg -o prog prog.c, add information at the begin / end of each function
- Run the code ./prog (create the gmon.out file)
- Run gprof gprof prog
- Read report !

### Pitfalls

- Warning with -O3 interaction !
- Use -O0 as first pass
- Use -O3 for real

### Limitations

- Not fine grain
- Measure perturbation

Motivation  
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Pourquoi  
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Comment  
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Comment : PerfCounter

Performance counter from HW

- Simple one : cycle counter
- RAT\_STALLS Counts the number of cycles during which execution stalled due to several reason
- L2, L3 cache access ...

Tools

- Intel tools : <http://www.intel.com/software/pcm>
- Papi : <http://icl.cs.utk.edu/papi>
- Tiptop from Inria : <http://tiptop.gforge.inria.fr/>

Limitations

- Complicated to understand / analyse
- No real portable library

Motivation  
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Pourquoi  
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Comment  
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Comment JTAG

Argumentation

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Illustration

Motivation  
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